Kelde, wrath of Ra's al Ghul

Meeting agenda

Date: 2015-04-20

Facilitator: Anders Bolin

Participants: Anders Bolin, Philip Tibom, Hossien Hussain, Daniel Olsson

1. Objectives (5 min). Resolve any issues preventing the team to continue.
   Updating UML, Use cases

2. Reports (15 min) from previous meeting
   Anders Bolin has worked more on monsters and deploying of monsters,
   Philip Tibom has worked more on implimenting collision detection and
   other details of the game engine.
   Hossian Hossien has been working on items especially rocks and how
   player will be able to interact with these with accurate "gravity and
   friction" ingame.
   Daniel Olsson has been working on Start screen.

3. Discussion items (3 hours)
   Working on Usecase, UML and domain (9:00-13:00 room 5215) to be
   able to present infront of class and Joachim.

4. Outcomes and assignments (5 min)
   Finished UML and updated Use-cases, Anders will continue with
   implementing monsters and implementing box2D on monsters.
   Philip Tibom will continue working on implementing box2D and
   address minor issues.
   Hossien Hossain will continue working on game items and
   implementing box2D on his items.
   Daniel Olsson will continue work on Game screen and menu.

5. Wrap up   – Time and location for next meeting

   Next meeting will be after Project meeting with Adam on 150423
   possible lunch meeting. There will as usual be a constant Viber chat
   going on with details and minor issues in the project.