

# Meeting Agenda

Group meeting for The Grupp.

Participants: Eric, Sebastian, Alexander

Date: 17/5-2018

## 1 Objectives

- Discuss progress since last meeting.
- Merge progress and upload to master.
- Create and assign new tasks.

## 2 Reports

- Three new objects have been introduced to be used as obstacles on levels.
- Some factoring has been made to separate moving objects from non moving objects.
- Some graphics have been updated.

## 3 Discussion Items

- Task priority and assignments.

## 4 Outcomes and Assignments

### Outcomes:

- The group will focus on implementing a complete level for the demo and implementing tests.

### Assignments:

- Solve memory leak issue. - Sebastian
- Solve audio based lag. - Sebastian
- Limit frame rate. - Sebastian
- Solve Collision issue. - Alexander
- Start implementing the SDD, share with all group members. - Sebastian
- Implement tests. - Eric

- Set Save data at finished level. - Eric
- Messages on death and level finish. - Eric
- Comments for all classes. - Everybody
- Player attack - Eric
- Enemy death - Eric
- Entity, Character, Player and Enemy restructure. - Alexander

## 5 Wrap Up

Everyone is to work on their tasks until monday 21/5 when we merge our task to master.