Meeting Agenda

Group meeting for The Grupp.
Participants: Eric, Sebastian
Date: 21/5-2018

1 Objectives

- Discuss progress since last meeting.

2 Reports

- Work has begin on the SDD.

- Several JUnit tests have been written for Level and Player.

3 Discussion Items

- Task priority and assignments.

4 Outcomes and Assignments

Outcomes:

- The group will focus on implementing a complete level for the demo, as well as, working on the SDD.

Some assignments have been put down in priority, and will be addressed later if time allows.

- Solve memory leak issue.

- Solve audio based lag.

- Limit frame rate.

- More tests for new functionality.

- Comments for all classes. Use information from the finished SDD.

Assignments:

- Continue working on the SDD. - Sebastian

- Solve Collision issue. - Alexander

- Entity, Character, Player and Enemy restructure. - Alexander

- Set Save data at finished level. - Eric

- Messages on death and level finish. - Eric

- Player attack - Eric

- Enemy death - Eric

5   Wrap Up

Everyone is to work on their tasks until Wednesday 23/5 when we merge our tasks to master.