Meeting Agenda

Group meeting for The Grupp.
Participants: Eric, Sebastian Alexander
Date: 24/5-2018

1 Objectives

- Discuss progress since last meeting.

2 Reports

- More work has been done for the SDD.

- Collisions now work properly.

- Attacking and enemy death works now.

- Finishing a lever and updating the save files now work.

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.

- Finish a prototype to be showed at the presentation on Tuesday 29th.

- 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, Eric

- Create a view for when levels are finished, either by reaching the goal or the player dies. - Alexander.

5 Wrap Up

Everyone is to work on their tasks until tomorrow 25/05 when we will meet up to finalize the program and continue working on the SDD.