

Date: 2013-04-29

Facilitator: No one (or everyone)

Participants: Carl Jansson, Erik Tholén, Peter Eliasson, Simon Persson

Objectives: Follow up work. Discuss events and weapons.

Reports: See point 1.

Discussion items:

1. How has work been since last meeting.
2. Events, and how should it work?
3. How should weapons work?
4. What should be done till next meeting?

Outcomes and assignments:

1. Erik has created a menu music. Both Carl and Peter worked on the pathfinding, and there is an example where enemies follow the hero. Simon and Erik has made it possible to change weapons, and to shoot with a gun. The bullets are not yet colliding with static objects in the room. Has started writing on the SDD.
2. Peter has created an event handling system. It is unclear if it will be used or not. Might be used to track statistics.
3. To be determined. Possibly using events.
4. Simon and Erik will continue working on weapons, and possibly using events. Carl will continue on the pathfinding. Peter will be looking at creating a HUD and possibly story-dialogs. Work will continue on SDD and RAD.

Wrap up:

Next meeting will be Thursday, May 2