Date: 2013-04-25

Facilitator: No one

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

Objectives: Follow up on work. Better ways to communicate? Settings menu. HUD. Who does what.

Reports: See point 1.

Discussion items:
1. What has been done?
2. Need better communication?
3. What is needed in the settings menu?
4. How should the HUD look?
5. Who should do what?

Outcomes and assignments:
1. Simon is done with re-structuring. Peter has been writing tests, and is trying a new way to detect collisions. Erik has created a bunch of art assets. Carl has improved the looks of the menu and made settings save between sessions.

2. We will be using Skype or Google+ instead of IRC.

3. Menu is looking good. No need for more alternatives (yet).

4. HUD should display health and ammo of the hero.

5. Erik will keep working on graphics and sound. Erik and Simon will both try get projectiles working. Simon will also look at how to walk between rooms. Peter will add a score system for the Hero. Carl will be looking at pathfinding in Slick2D to use with the enemies. Everyone should be writing on the RAD and SDD documents.

Wrap up:
Next meeting will be on monday 29 April, 10:00.