Date: 2013-05-13

Facilitator: No one in particular, has seen no need for it.

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

Objectives: General discussion of current state and what is left.

Reports: See point 1.

Discussion items:
1. What has been done since last meeting?
2. What should be done till the next?
3. Is there anything new that should be added to the game?
4. Design of rooms?

Resultat och uppdrag
1. Enemies can now know if the hero is in sight. Some improvements to the menu buttons.

   The different rooms are now more abstract, extending a class called AbstractRoomController.

   There is now a game over state in the game.

2. Erik will continue working on more graphics and sound, together with Simon. Carl will continue with the AI. Peter will be looking at implementing re-bindable keys. Simon will try to improve the weapon classes, and try to separate their graphics more. Simon should also try to clean up the code generally.

3. Possibly a named high score. More enemies.

4. The hero should start on a parking lot, outside of the office.

Avslutningsvis
Next meeting will be on Friday 17 Maj, 10:00.