

Date: 2013-04-19

Facilitator: Erik Tholén

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

Objectives: Generally how things are going.

Reports: Will be among what is discussed.

Discussion items:

1. How has work been going since last meeting?
2. Startup of game, logic in models.
3. Method for resetting game.
4. Event handling.
5. How to merge to Dev.
6. What should be done during weekend?

Outcomes and assignments:

1. Carl has booked rooms. Carl has also made a simple menu that is shown when starting the game or pressing ESC button on keyboard. Simon is working on the collision, and has implemented a fix to allow the character to slide against the walls. Peter changed and improved room classes. Erik has started working on weapons and done some art for the game.
2. Collision and updating of models will be moved to a controller.
3. This will be done by re-creating all objects.
4. Not something we need right now. Hard to say how it will look.
5. For clarity we will try to use the "--no-ff" flag when merging so git makes an extra commit for the merge itself.
6. Simon and Erik will keep working on implementing the first enemy and weapons. Simon will also be moving logic from the models to the controllers. Carl will explore possibility of a settings menu, and also fullscreen support. Peter will start creating unit tests.

Wrap up:

Next meeting will be Monday 22 April, 15:00.