Date: 2013-04-14

Facilitator: Carl Jansson

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

Objectives: Discuss tasks. Booking of group rooms. How the game starts.

Reports: None.

Discussion items:
1. Startup of game.
2. Booking rooms.
3. Who does what?
4. What should be done this week?
5. Rendering method.

Outcomes and assignments:

1. We will stick to the current way it's done. Room models will also hold a TiledMap, so the collision handling can be moved from RoomHandler to Room.

2. Carl will try to find rooms for each remaining monday and friday for our meetings.

3. Simon will handle collision. Carl will try make a menu. Erik will make the cursor look like a crosshair. Peter will do logic needed for switching rooms.

4. Generally improve game. First UC already done, so extra work is just a bonus.

5. This discussion was to make sure everyone understood how rendering worked.

Wrap up:
Next meeting will be on friday 19 April, 10:00.