

Meeting Agenda    Date: 11/5

Facilitator: Matilda Andersson

Participants: Jonathan Johansson, Matilda Andersson, Johan Ärlebrandt, Karin Wibergh

1. Objectives (5 min).

Decide on suitable number of controllers.

How to implement the map.

2. Reports (15 min) from previous meeting

implemented PropertyChangeListener

Methods in IGame to ask and answer questions and to make and select player.

3. Discussion items (35 min)

How to get the player to move.

and how to implement everything in the mvc model.

4. Outcomes and assignments (5 min)

Karin will continue working on the model.

Johan will work with input/output and question

Matilda will try to get the player to move.

Jonathan will work on how to get keyevents to work.

Everybody will continue thinking about how to get the player to move

5. Wrap up

Next meeting: 13:00 18/5 5211