

Meeting Agenda

Date: 24-04-2017

Chair: Luka Mrkonjic

Participants: Karl Wikström, Luka Mrkonjic, Agnes Mårdh, Mattias Torstensson

1. Objectives (5 min).

1. Finish our first complete prototype
 - a. Create a functioning character
 - b. Integrate world with world generation, merge branches?
2. Work/program more in pairs and not alone
3. Create working tests with JUnit for our code
4. Make sure our RAD is up to date

2. Reports (15 min) from previous meeting

- Mattias
 - Worked on world generation
- Karl
 - Coded a world model, the model which holds all world data
- Luka
 - Worked on the GUI (menus, highscores etc.)
- Agnes
 - Worked on the character model and it's functionality

3. Discussion items (35 min)

We need to focus more on programming in groups of two, as said in the last meeting.
We also need to develop our first working prototype with basic functionality, a whole “slice” of the functionality cake so to say (GUI, character model, world etc.).

4. Outcomes and assignments (5 min)

Mattias:

- Help others with assignments

Karl:

- Finish the world model and fully integrate it with world generation

Agnes:

- Finish the character model

Luka:

- Finish the graphic user interface
- Update the RAD

5. Wrap up

Next meeting: Wednesday afternoon april 26th.

