Meeting Agenda

Location: 3507

Date: 10-04-21

Time: 15:50

Facilitator: Jonas Jacobsson & Christian Bergström

Participants: Jonas Jacobsson & Christian Bergström

1. Objectives (5 min)

   Discuss Game Logic design.

2. Reports (15 min)

   Improved renderer and model. Hot Seat playing implemented as a test case. Still no proper game logic though.

3. Discussion items (35 min)

   We need to start separating stuff from the GUI to form the Controller. This will make the Hot Seat/AI/Networking stuff easier to design.

   How complex should the renderer be? Should we implement networking at all, or spend time on making the renderer look better?

4. Outcomes and assignments (5 min)

   Continue working on whatever feels most urgent, try to come up with good designs for the player things. Start refactoring where possible.

5. Wrap up

   Next meeting: Preliminary Friday 10-04-23.