

Meeting Agenda

Location: 3507

Date: 10-04-19

Time: 14:00

Facilitator: Jonas Jacobsson & Christian Bergström

Participants: Jonas Jacobsson & Christian Bergström

1. Objectives (5 min)

Design issues regarding the Model and View. Rank Use Cases based on what we feel is appropriate.

2. Reports (15 min)

The renderer is starting to look sensible. The basic model is implemented.

3. Discussion items (35 min)

In case we get done with the basic game, what should be our first expansion? Who does what?

4. Outcomes and assignments (5 min)

In case of us getting done, we'll do the AI. Network play is the last thing we want to do. For the time being Jonas does more view stuff and Christian does more model stuff.

5. Wrap up

We need to think more about the design of the player stuff, so that we can add AI and other features should we choose to.

Next meeting: Wednesday 10-04-21 10:00.