Meeting Agenda

Location: 3507.

Date: 10-05-25

Time: 15:00

Facilitator: Jonas Jacobsson & Christian Bergström

Participants: Jonas Jacobsson & Christian Bergström

1. Objectives (5 min)

   Progress report.

2. Reports (15 min)

   Nothing new in the code base. Partially updated documentation.

3. Discussion items (35 min)

   While updating the UML diagram for the RAD we realized that it made more sense to have most of the new game functionality in the GameLogic, to get rid of one odd dependency.

4. Outcomes and assignments (5 min)

   Fix the discussed issue. May require some additional classes (possibly an enumerator for the game modes?)

5. Wrap up

   Again: No further meetings.