

# Meeting protocol

**Date:** 2014-04-04

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**Participants:** Eric Bjuhr, Oskar Jönefors, Joel Tegman

## Objectives

- Decide on a refactoring structure which will remove the model's dependence of libGDX.
- Divide the classes into packages.

## Reports

- Horizontal collision detection now works.
- Player no longer levitates.
- Restart button has been added to the game.
- Block grab implementation has been started.
- Collision detection has been moved to a utility class.

## Discussion items

- Which classes will be included in the refactored version of the application where the model no longer depends on libGDX?
- Which packages will be used and what will they include?

## Outcomes and assignments

- It's decided that the refactor will contain the following packages and classes:
  - core
    - Model
    - Block <<interface>>
    - BlockLayer <<interface>>
    - BlockMap <<interface>>
    - MapChangeListener <<interface>>
    - Player <<interface>>
  - core.util
    - Calculations
    - Directions
  - core.gdx
    - Blockster
  - core.gdx.controller
    - Controller

- core.gdx.view
  - GdxBlockLayer
  - GdxMap
  - GdxPlayer
  - GdxView
- desktop.gdx
  - DesktopLauncher
- Group should
  - Start refactoring the application.

## **Wrap up**

- Unsolved: SDD yet to be written.
- Next meeting Tue 8/4 13:00