

# Meeting protocol

**Date:** 2014-03-28

**Facilitator:** Oskar Jönefors

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

## Objectives

- Decide on concrete structure of the program. The different classes and their function.

## Reports

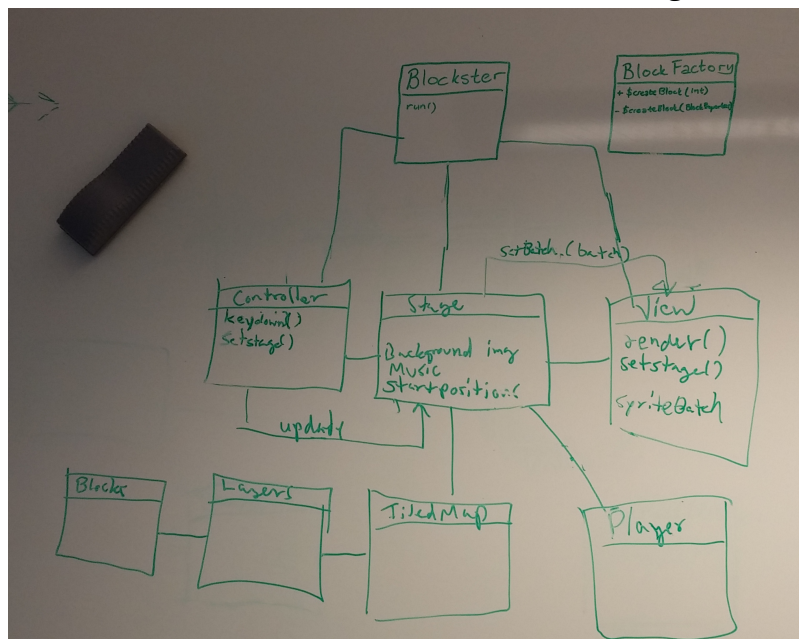
- Domain/analysis model is done and presented.
- A preliminary UML has been done and will be evaluated today.
- Use cases are all written.
- The RAD has been further improved.
- The group has studied the libGDX framework to further the understanding of it.

## Discussion items

- How should we structure the program? How will MVC be implemented? Can it be implemented?

## Outcomes and assignments

- It's been decided that to use the following classes initially:



- Eric should
  - Work on the Controller class.
- Joel should
  - Work on the Stage class.
- Emilia should
  - Work on the Player class.
- Oskar should
  - Work on the Blockster class.
- Group should
  - Work on the other classes.

## **Wrap up**

- Next meeting Tue ¼ 9:00