

Meeting protocol

Date: 2014-04-10

Facilitator: Emilia Nilsson

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

Objectives

- Refactoring of the code. How to get more relevant things in the model instead of in the view.
- More comments and javadoc.

Reports

- Wrote every feature and bug as an issue on github, where we will upload more issues if more bugs occurs or if we want more features. Everyone solves one issue at a time.
- We wrote javadoc and comments on some parts of the code but not all.
- From the supervisor meeting we were told to refactor the code better.
- Started working on the SDD.

Discussion items

- Discuss how to get the model to always know what position and animation a game object has under movement. This is so we won't have them as an actor and therefore can have it in the model. We will probably have them as an actor in the view also though.
- Discuss how to get player as a model instead as a view.

Outcomes and assignments

- Everyone assigns an issue from the issue tracker each and when done with the issue, takes a new one.

Wrap up

- Next meeting Monday 28-04-2014 13:00.