

Meeting protocol

Date: 2014-04-08

Facilitator: Joel Tegman

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

Objectives

- Get a structured workflow using github's issue tracker.
- Refactor the Model class into smaller classes.

Reports

- Finished refactor the classes into a more structured MVC model.
- Added different use cases. "lift block", "switch character", "push/pull block"
- Player, Blocks and Background now extends the Actor class.
- Crated actions for the games animations

Discussion items

- Discuss how we will use the issue tracker.
- Documentation (comments in code), tasks, sdd

Outcomes and assignments

- It's decided that we should comment the code more consequently.
- Start working on the SDD.
- Create a list of the issues we want to implement or debug.

Wrap up

- Next meeting Thursday 2014-04-10. 09:00