Meeting protocol

Date: 2014-04-28

Facilitator: Eric Bjuhr

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

Objectives

- Joel and Emilia need to write more lines code.
- Refactoring needs to be completed before fixing and adding functionality.

Reports

- We discussed how to move an object and have the location saved in the model the whole time. This has yet to be solved.
- We discussed how to get the player as a model instead of a view. This is also yet to be solved.
- We decided that everybody should pick an issue to work on.

Discussion items

- The Player class could be split into two classes, one model and one view. The model could be moved to the core package.
- We discussed whether to use actions for movement or not.

Outcomes and assignments

- We should work on the unsolved problems from the last meeting.
- Eric should
  - focus on the structure of the program. Releasing the work of Player classes for Joel and Emilia to reach goals.
- Joel should
  - implementing the structure to fulfill short term goals. Work on Player classes and functionality.
- Emilia should
  - implementing the structure to fulfill short term goals. Work on Player classes and functionality.
- Oskar should
  - focus on the structure of the program. Finish unsolved issues with the Movement, Animation and Spline classes.

Wrap up

- Meeting on Wednesday 2014-04-30 at 10:00.