

# Meeting protocol

**Date:** 2014-04-01

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

## Objectives

- Elaborate the UML further.

## Reports

- The first use case is nearly done and the program structure is almost done.

## Discussion items

- Where will the logic for movement of player be?

## Outcomes and assignments

- The logic for the player movement will be in the model. It will possibly be contained in a specific class later, but for now resides in Stage.
- Group should
  - Fix horizontal collision detection.
  - Stop character from levitating over the ground.
  - If possible, make blocks climbable and movable.

## Wrap up

- Next meeting Fri 28/4 9:00