

# Meeting protocol

**Date:** 2014-05-05

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

## Objectives

- Our use cases are not functioning right now.
- More refactoring, we need to solve how the Block class will be independent from libGDX and create a Block view.

## Reports

- Animation and movement are done.
- Refactoring of everything is almost done.
- The first version of the report is done.

## Discussion items

- How will the Block model and Block view classes work? How will they be introduced to the model?
- Core contains too much classes. We need to divide them into different packages. How to divide them?
- How will we solve the lift and place movement for Block and Player? Right now, Block and Player shares movement but Block is the only one that has to change position in this movement.

## Outcomes and assignments

- Untangle the core package.
- We create Block models which are used in Block Views together with TiledMapTile for graphical representation.
- GdxMap will contain a collection of blocks referencing Block Views which GdxView can use to obtain the texture of a block returned by the model.

## Wrap up

- Next meeting Friday 9/5 10:00