Meeting Agenda

Date: 2013-04-18

Facilitator: Matin Calleberg

Participants: Linus Hagvall, Vidar Eriksson, Martin Calleberg, Jonatan Magnusson

1. **Objectives (5 min)**
   a. Plan what should be done after the weekend.
   b. Update the RAD and the SDD.
2. **Reports (15 min)**
   a. Use case "Use weapon" has been implemented, but not "Enemy hit by player".
3. **Discussion items (35 min)**
   a. What should we do during the weekend?
   b. What JUnit tests should we implement next?
   c. The packages need to be moved around.
4. **Outcomes and assignments (5 min)**
   a. We need JUnit tests for the following classes: Weapon, World, Tile, Projectile, GameModel, Player.
   b. Linus should do the JUnit tests for GameModel and Player.
   c. Vidar should do the JUnit tests Weapon.
   d. Martin should do the JUnit tests for World and Tile.
   e. Jonatan should do the JUnit tests for Projectile.
   f. We will today fix the package structure.
   g. We will update the RAD and SDD next time we meet.
5. **Wrap up**
   a. Next meeting: 23/4.