Meeting Agenda

Date: 29/4-15, 13:37
Facilitator: Alexander Håkansson
Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. **Reports from previous meeting**
   Not much has happened since the last meeting as some problems occured while implementing the view classes. The problems have been discussed though and should be resolved during this meeting. Goretskyy, Håkansson and Karlsson has done as much as they could considering the problems.

2. **Discussion items**
   a. GameView with libGDX's "Game" and "Screen" classes/interfaces.
   b. How to get the SpriteBatch from GameView
   c. Current focus of project
   d. Controller module
   e. Rendering of the game map

3. **Outcomes and assignments**
   a. We will use the Game class to extend our LocMain class and then implement the Screen interface on our GameView class. This allows for easy switching between different views - such as showing a menu.
   b. We will use a protected static get method in the GameView to allow for other view classes to retrieve the SpriteBatch easily. We considered this as a better alternative than sending the SpriteBatch as an input parameter to every view class.
   c. We continue to focus on our top two use cases and right now we will get the view working as well as the controller.
   d. The controller class will be fairly simple for our top two use cases as it will just need to handle key presses, and this doesn't require any complex logic. The controller will implement the libGDX InputProcessor.
   e. Rendering of the game map will be handled in the GameView class as it needs to have access to a lot of objects which would make it inconvenient to handle the rendering in the GameMapView class. However, the GameMapView will still act as a wrapper for all npc's and items on the map.

      The same assignments as last meeting. Goretskyy

4. **Wrap up**

   Hopefully we will have the view classes finished until next meeting. The next meeting will be held on next monday after lunch in maskinhuset.