Meeting Agenda

Date: 31/3-15, 13:37
Facilitator: Maxim Goretskyy
Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. **Reports from previous meeting.**
   No previous meetings were held, therefor not applicable to us.
2. **Discussion items**
   a. Switch to Gradle: We discussed whether we should use Gradle instead of Maven in the project.
   b. Graphics discussion.
   c. Discussed the RAD.
   d. Start on implementing UC.
   e. MVC architecture.
3. **Outcomes and assignments**
   a. We decided to keep using Maven for the time being and switch to Gradle if necessary.
   b. Our first priority right now is to finish the preliminary RAD.
   c. We should try keeping the views and models separated so that it is easy to create tests. The model should not be dependent on the view.
   d. We should keep the game modular, so it will be easier for us to add new features.
   e. Follow same standard when it comes to layering inside graphics.
   f. Implement a model for statistics of the game. Having a point system.
   g. Having a map class done early, easier to visualise. Holding information about tiles.
   h. We decided to not focus on the graphics so much.
   i. We will write the RAD together.
4. **Wrap up**
   After the current meeting we will finish RAD together.
   Next meeting will be held on Thursday the 2nd of April 2015 inside Maskinhuset.