

Meeting Agenda

Date: 13/5-15, 13:37

Facilitator: Maxim Goretskyy

Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. Reports from previous meeting

Hoogendijk finished DialogView and the bug with memory leak.

Håkansson implemented event handling for minigames.

Karlsson finished doing the minigame for Øhlhäfvet and added it to Loc (our main-game)

Goretskyy has worked on implementing Cortége minigame, almost done.

2. Discussion items

- a. RAD & SDD
- b. Memory Leaks
- c. Use-Cases

3. Outcomes and assignments

- a. We will collectively work on the RAD and SDD.
- b. One memory leak with the dialogs has been solved by Hoogendijk. Karlsson will try to solve the memory leak in the minigame.
- c. We will do the following:

Hoogendijk will do the view for statistics

Håkansson is going to work with the game menu and extend the functionality of the playlist.

Karlsson will start making a minigame called “Caps” and try to fix the memory leak when starting and ending minigames. He will also create use case documents for everything in the Øhlhäfv.

Goretskyy will finish Cortege minigame.

4. Wrap up

Everyone will work on their assignments and do refactoring and testing if there is time over. The next meeting will be held Monday 18/5 on planet Earth (probably).