Meeting Agenda

Date: 11/5-15, 13:37
Facilitator: Alexander Håkansson
Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. **Reports from previous meeting**

    Karlsson has almost finished Øhlhäfv, only minor adjustments to Loc remains.
    (https://github.com/Sweshiman/BeerChug)
    Håkansson added music to the game and fixed the collision with NPCs. He has also updated the RAD.
    Hoogendijk is almost finished with dialog.(view/controller/model)
    Goretskyy has done a lot of testing and a bit of refactoring.

2. **Discussion items**

    a. Event handling between minigame, Loc's model and screens.
    b. RAD & SDD
    c. Test coverage and testing of view
    d. Code refactoring
    e. IMiniGame
    f. Menu
    g. End of game

3. **Outcomes and assignments**

    a. **Håkansson** will work on implementing event handling between minigame, loc's model and screens. There will be a handler class between the game model and the main class which allows for communication without hard coupling.
    b. We will work on the RAD and SDD together during the week.
    c. Together we will implement more testing and find out whether the view classes needs to be covered in unit tests, and how that will be done if that's the case.
    d. During the following weeks before the project end we will look through the code and do general refactoring. Such as cleaning up code and splitting it up in different methods. We will also use the tool STAN to look for any strange couplings.
    e. The interface IMiniGame will work as the "head" for a minigame. You should be able to get the controller and the view from that.
    f. **Hoogendijk** will work on implementing the view for the menu once he's done with the interaction between NPCs and the player.

g. When the game is won (player gets 300 hec) the player will get a nice congratulation message and will then be able to keep playing the game.

Karlsson will finish Øhlhäfv mini game implementation.

Goretskyy will start on creating Cortege model.

Hoogendijk will finish dialogs and start on NPC interaction.

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 Wednesday 13/5 in the northern hemisphere.