

Meeting Agenda

Date: 27/4-15, 13:37

Facilitator: Maxim Goretskyy

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

1. Reports from previous meeting

Håkansson has fixed player's availability.

Hoogendijk has refactored packages and create classes to keep track on score.

Karlsson has created a Dialog class and added it to the NPC classes.

Goretskyy has created different NPCs with AbstractNPC class as parent.

Everyone has also fixed the bugs they have found.

2. Discussion items

- Id/Property for unique NPC's
- File for Items and it's properties
- Controller and Views

3. Outcomes and assignments

Decided to make ID and properties for NPC's inside TiledMap editor as objects.

The same goes for items. These are used in the creation of objects when the game starts.

The controller will handle the user input and not much more.

We will use passive MVC where the View has a reference to the model. The View will use the Facade pattern.

UML for view (kind of):

```
GameView ---> IView <<Interface>> <-----CharacterView
      |----> GameMapView                |-----ItemView
```

GameView	Karlsson
IView	Hoogendijk
CharacterView	Goretskyy
GameMapView	Håkansson
ItemView	Hoogendijk

4. Wrap up

Until next meeting we prioritise to implement basic functionality in View.

Our next meeting will be held Wednesday 29/4-15 in Maskinhuset.