

Meeting Agenda

Date: 24/3-15, 13:37

Facilitator: Kevin Hoogendijk

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

1. Reports from previous meeting.

We have implemented two of our UC's. Håkansson has worked with the map and gamestate. Hoogendijk did the abstract item class and the tile class. Karlsson worked with inventory and abstract player class and Goretskyy worked with abstract character, utilities classes aswell as itemBeverage and itemTile.

2. Discussion items

- a. MVC-architecture
- b. The position is not consistent throughout all classes
- c. Exceptions when applicable
- d. Generating NPC's
- e. Stats/highscore

3. Outcomes and assignments

- a. We will use passive MVC. The view module should have a topclass that has a reference to the gamestate. Each view-class has a reference to the represented object model.
- b. Wherever there is a x/y position we should replace it with position2d, position2d should be refactored to use int instead of double **Håkansson**
- c. Throw exceptions instead of returning null **Goretskyy**
- d. We will create a NPC-factory that, if nothing is specified, generates a random NPC **Goretskyy and Karlsson**
- e. We will create separate classes for score and statistics **Hoogendijk**

4. Wrap up

We are going to try to finish the model of the game so that we can add the libgdx
Next meeting will be held Friday 24/4-15 in the union building