Meeting Agenda

Date: 24/4-15, 13:37
Facilitator: Alexander Karlsson
Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. **Reports from previous meeting**
   Håkansson has refactored the code to use Position2D in all places where a x and y coordinate were previously used and changed the data type of the coordinates inside Position2D from double to integer. Goretskyy has made sure the methods throws exceptions at appropriate places and a few utility classes for example randomization of names. Karlsson has created a basic NPC factory with appropriate methods. Hoogendijk has not finished the score and stats classes but will keep working on them.
2. **Discussion items**
   a. Dialog structure and implementation
   b. NPC refactoring
   c. Package for backend/model
   d. Availability of Player object
3. **Outcomes and assignments**
   a. The dialogue should consist of a list of strings and a boolean which decides if the dialogue is a yes/no type question or a dialogue where the only option is "Ok". **Karlsson**
   b. The NPC will be changed to an abstract class with different concrete classes for NPC with a minigame, item, nothing and so on. **Goretskyy**
   c. We will move all model classes to a separate package. **Hoogendijk**
   d. The player will be made static and publicly available through a static method in GameState. **Håkansson**

   Hoogendijk will create a separate classes for score and statistics
4. **Wrap up**
   We are going to finish the model so we can start working on the view next week. The next meeting will be held in Maskinhuset on Monday 27/4 2015.