Meeting Agenda

Date: 07/04/17

Chair: Ken Bäcklund

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

1. Objectives (5 min). *Resolve any issues preventing the team to continue*

- Collision class is still being worked at.
- Point2D creates JavaFX dependency, which is in conflict with LibGDX.

2. Reports (15 min) from previous meeting

- UML-Diagram had one small issue (is fixed)
- Use Cases are fixed
- Testcase MovePad is done
- Sequence diagram for MovePad is done

3. Discussion items (35 min)

- MVC ideas
- More test cases
- Collision will be redesigned after suggestion from Sebastian to use Observer pattern.

4. Outcomes and assignments (5 min)

- Will remove Point2D class from Ball class to avoid JavaFX dependency.
- Everybody work on ideas for MVC model.
- We will all work on the most basic fundamentals of the game: A ball, a pad, collision.
- Alex takes main responsibility for the tests, (making sure they pass and w/ <90% coverage)

5. Wrap up

- Collision is not done yet
- T.B.D (spring break)