

Meeting Agenda

Date: 2017-05-02

Chair: Ken Bäcklund

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

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

- Adam will have to fix a circular view dependency.
- Adam's computer took a final nap.
- There's some issues with rendering that need to be resolved.

2. Reports (15 min) from previous meeting

- Rendering is progressing, superfast, lean and smooth.
- Most models are done and tested. Some extra functionality still missing.
- Controller is almost done, a way to enter and leave a list of subscribers is missing
- Collision is almost done. A few tweaks is needed.
- Pad, Player and IPlayer is done. PlayerControl, IControl and IView is WIP.

3. Discussion items (35 min)

- Questions if Pad class is necessary since Rectangle class can do basically the same thing.
- Adam wants MORE work. Rendering is too easy.
- We need some basic bounce behavior. Ball vs. border collision.

4. Outcomes and assignments (5 min)

- All will continue with their respective stuff from the previous meeting.

5. Wrap up

- Next meeting at Friday, May 5th at 10.00 am.