

# Meeting Agenda

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**Date:** 26/04/17

**Chair:** Alex Nitsche

**Participants:** Alex Nitsche, Ken Bäcklund, Adam Grandén

## 1. Objectives

- Clear vision of the MVC model

## 2. Reports from previous meeting

- JavaFX
- MVC is discussed in this meeting
- Collision not done (due to it's scale), ball and pad works, a Player class has also been added
- All tests for Player,Ball,Pad and Brick passes and has 100% Coverage, tests for Board is not complete

## 3. Discussion items

- Collision detection, how to and implement ideas
- MVC
- Player Control, how a players interacts with the game via keyboard

## 4. Outcomes and assignments

- All work on the MVC and makes sure that everyone's respective class and methods are included.

## 5. Wrap up

- Collision not done due to scale
- Next Meeting is 10:00 on Friday 28/04/17