

Meeting Agenda

Date: 2017-05-12

Chair: Ken Bäcklund

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

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

- Some minor controller problems.
- New collision handler is almost done.

2. Reports (15 min) from previous meeting

- ICollisionObserver/Observable is done, bounce not done.
- Bricks is done, no power ups yet.
- Board is done.
- Stan works for everyone
- Working with the implementation of the control and view.

3. Discussion items (35 min)

- Responsibility for Model update, View or Controller.
- What have to be done until beginning of next week.

4. Outcomes and assignments (5 min)

- Collision must be done, including bounce.
- Player controller must be done(all controllers must be done but PlayerController is the most important of them).
- View update methods have to work.
- Board fixes. (GetSet Player instead of Pad, integration with Collision).

5. Wrap up

- Full focus on having a playable game by beginning of next week.
- Next meeting Tuesday 10:00 - 12:00 in room M1212C.