

Meeting Agenda

Date: 2017-04-28

Chair: Adam Grandén

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

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

- Clear out MVC
- Kanban board(Tasks to do)

2. Reports (15 min) from previous meeting

- MVC from last meeting
- Reports from Supervisor

3. Discussion items (35 min)

- Programming tasks
- Due dates for tasks
- Task delegation

4. Outcomes and assignments (5 min)

- To next thursday
 - A playable version of the game
- The primary tasks should be done
- Assignment according to kanban see below:
 - Adam :
 - RounGOut Main File
 - Board View (View file for Board)
 - Ball View(View file for Ball)
 - The Ball class (The in game ball class)
 - IView Interface Connecting control to View
 - IBoard Interface class for Board
 - Board the class for the Board file
 - Alex:
 - PadView (View File for Pad)
 - IControl (interface between view and Control
 - IModel (interface between control and Model)
 - IPlayer (interface for the Player Class)
 - Player (The main class for Player)
 - Pad (The Pad class for player Or the racket in the game)
 - PlayerControl (The Controls for Player)

- Ken:
 - IObserver(The interface class which should send info about collision)
 - Circle (The Circle class for all objects who are circles)
 - Body (The main interface for a Figure in the Game)
 - Rectangle(The Rectangle class for all game objects which are rectangles)
 - Collision(The collision will take care of all the Game objects which are going to collide)

5. Wrap up

- Collision with circles almost done, collision with rectangles in progress.
- Next meeting should be 02/05/17 in Room.
- Time and location for the next meeting.

