

Meeting Agenda

Date: 2017-05-03

Chair: Olle Persson

Secretary: Jacob Torrång

Participants: Klas Ludvigsson, Jesper Persson, Olle Persson, Jacob Torrång

1. Objectives

- Talk about what to show tomorrow on the handler meeting
- How to connect view, controller and model
- Packaging

2. Reports

- Olle
 - Made a gameobject structure
 - Can connect objects to other objects
 - The basis for the game API
- Klas
 - You can save a game (to a file)
 - You can load game (reading the xml file)
- Jacob
 - I had it good
- Jesper
 - Pushed sound to master
 - Lots of merge errors

3. Discussion Items

- Talk about what to show tomorrow on the handler meeting
 - If we can render a whole level that'd be nice
 - Otherwise show the code and one room with textures
- How to connect view, controller and model
 - Next meeting share information
- Packaging
 - Ask Seb the man the myth the legend if we should explicitly name model view and controller
- Cyclic dependencies
 - Look on it
 - Fix it

4. Outcomes and assignments

- Jacob
 - Try making a level view until tomorrow
 - Cyclic dependencies (if you have time)
- Olle
 - Fix bugs
 - Support things
- Klas
 - Finish save game
- Jesper
 - Finish up AI

5. Wrap up

Next meeting: 2017-05-04