

Meeting Agenda

Date: 2017-05-18

Chair: Klas Ludvigsson

Secretary: Jesper Persson

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

1. Objectives

- Talk about STAN and Findbugs
- SDD and RAD
- Presentation

2. Reports

- Jesper
 - Started UI
- Klas
 - Added save and load game to game instance
 - Looked at main menu
- Jacob
 - Written mock classes for testing
- Olle
 - Fixed bugs
 - Fixed player controller
 - Fixed memory leak

3. Discussion Items

- STAN looks quite good. Will look at Findbugs.
- Update the RAD and say how far we have gotten on the use cases.
- Do the SDD next week.
- Prepare presentation later in powerpoint.

4. Outcomes and assignments

- Olle
 - Continue connecting model and view
- Jacob
 - Finish last tests
 - Check RAD
- Klas
 - Finish mainmenu

- Jesper
 - Finish UI

5. Wrap up

Next meeting 2017-05-19