# Meeting Agenda

Date: 2017-04-27 Chair: Jesper Persson Secretary: Klas Ludvigsson

Participants: Klas Ludvigsson, Jesper Persson, Olle Persson

# 1. Objectives

- resolve save to xml problem
- talk about the renderer
- packaging and general structure of project
- discuss mvc

# 2. Reports

- created branch engine 2.0
- created branch saveload
- created branch sound
- decided to start using JAXB library to save in xml
- decided to start using OPENAL for sound

#### 3. Discussion Items

Only load from beginning of level, and therefore only save player, inventory and level (level number). Rewrite save/load use cases. Check itemfactory to only take strings.

Discussing how to make Game easier to handle.

What are we going to show next week at supervision?

Would be hard to change the package structure right now. Might reconsider later if we got the time.

Right now engine is modelled to use active mvc while sound uses passive mvc. We should look into this.

## 4. Outcomes and assignments

- Implement save functionality
- Make Game abstract
- Try to make something that we can show next week

### 5. Wrap up

Next meeting: 2017-05-03