

Meeting Agenda

Date: 2017-05-04

Chair: Klas Ludvigsson

Secretary: Jesper Persson

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

1. Objectives

- Objects
- Names
- Change everything
- Connect model, view and controller together as a group

2. Reports

- Jacob
 - Can see tiles to have something to show
- Klas
 - Worked a little on XML

3. Discussion Items

- Objects
 - Separate game object and view.
 - GameInstance a controller
- Names
 - Switch the names from handler to body and brain or player and enemy
 - PlayerAction and EnemyAction
 - Player and Enemy
 - Consciousness, senses, body...
- Change everything
 - Structure of characters and player
 - Change to Sebastian's second version
 - Fine if names changed
- Connect MVC together
 - Do it together on monday/wednesday perhaps
 - Discuss on Slack also

4. Outcomes and assignments

- Connect MVC monday afternoon together
- Jacob

- Come up with suggestions for names
- Olle
 - Will make a billboard
 - Controls
- Klas
 - Finish save game
- Jesper
 - Finish up AI

5. Wrap up

Next meeting: 2017-05-10