Mötesprotokoll

Möte 6

Discussion items:
1. We talked about updating the UML diagram and how to go about doing that.

2. A discussion about what data the server is going to need and how multiplayer is going to be implemented into the current project

3. .The relations between the classes and different packages in our project and if we could remove some unnecessary ones.

Outcome:
1. As we decided in the last meeting we are going to use STAN to find bad dependencies and remove/change them. This is now an ongoing process.

2. We did not get too far in terms of how exactly multiplayer is going to be implemented into our project but we got a rough idea of what data we are going to need from the server (postions/verticies etc) .

3. In the end we came to the conclusion that there is no clear "easy" way to remove the current circular relations but we will be discussing it more in the future. A picture of the current domain structure is provided below where the circular relations between

the controllers and the BattleRace Class and the controllers and the view package.