Meeting Agenda

Date: Wednesday 27/5, 2015
Facilitator: Renée Gyllensvaan
Participants: Olod Düsterdieck, Emma Fahlén, Renée Gyllensvaan, Linnea Svensson

Objectives:

No unresolved issues.

Reports:

Linnea: Worked on main menu, almost complete.
Olof: Fine tuned flashlight, thought of level designs.
Renée: Worked on refactoring to make view and controller properly switchable.
Emma: Worked on enemies, looked at sounds

Discussion:

1. Is event binding to controller bad MVC?
2. Flashlight frame buffering has a memory leak.

Outcomes:

1. It was decided that event binding to the controller from the model was preferable to potential alternatives.
2. A viable solution to the memory leak was found.

Assignments:

Emma: Work on enemies
Olof: Work on level switching, interactable objects, and documentation
Linnea: Finish main menu, maybe work on inventory
Renée: Tweak small things, finish inventory view