

Meeting Agenda:

Date:2014-03-31

Facilitator: Björn Hedström

Participants: Björn Hedström, Hampus Dahlin, Pontus Eriksson

1. Objectives (5 min):

- Revide UML
- Decide upon who should be doing what in the project
- MVC walkthrough and coding

2. Report:

- Found Beat detection package.

3. Discussion items (15 min):

- Decided to approach the coding with the desire to make it general and easy to recycle if we should desire to make other games in the future.
- Discussed how to edit the Actor package to make it more easily reusable.
- Decided to move the dmg attribute from the NPC class to the Actor class.
- Added Level class wich contains song and background for the current level.

4. Outcomes and assignments (15 min):

- Hampus: Save and Load game usecases and the start new game usecase.
- Björn: Work on the HitButton usecase and the methods connected with it.
- Pontus: Start next level and finsh level usecases.

5. Wrap up:

- Next meeting 2014-04-03