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