

Meeting Agenda

Location Room 3508
Date 2012-03-26
Time 15:00-17.00
Facilitator Johan Brook
Participants Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

1. Objectives (5 min)

- a. Explore how to solve the communication between model and UI.
- b. Discuss EventBus.

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

Destroying of model: will probably go in under Objective a) above.

3. Issues

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4. Reports (15 min)

- a. Johan has created a wiki page on the GitHub repo, a code style guide.
- b. All branched code is now merged into the master git branch (tagged 0.0.1) <https://github.com/johanbrook/mediogre/commit/32d143ed0e1a2e0efc850bbf93b86f8a3e542be8>

5. From previous meetings, solved issues, e. t. c. , see 4

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1. Discussion items (35 min)

- a. How the bindings with GameModel <-> AIController <-> GameWorld should work.
- b. Model <-> GUI bindings. Events, Observers.
- c. Todo-items.
- d. Kinds of events Entities should send:
 - i. IS_CREATED
 - ii. CHANGED_DIRECTION
 - iii. IS_DESTROYED
 - iv. MOVED
 - v. TOOK_DAMAGE
 - vi. DID_ATTACK
 - vii. PICKED_UP_ITEM

2. Outcomes and assignments (5 min)

- a. Johan is implementing the EventBus.
- b. Barber is taking on the tile map.
- c. Jesper is looking into projectile movement.

3. Wrap up

- a. Next meeting: -