

Meeting Agenda

Location Room 3508
Date 2012-03-16
Time 12:00-13.00
Facilitator Chris Nordqvist
Participants Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

1. Objectives (5 min)

- a. Do some corrections to the Domain Model
- b. Begin with Design Model

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).

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3. Issues

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4. Reports (15 min)

We have successfully managed to read a coloured image of a game level, and represent that as a logical matrix in code. This will probably make the level design easier.

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

We have talked with Joachim, and got the relevant feedback we needed and answer to our feedback.

6. Discussion items (35 min)

- a. *The Design Model.*

7. Outcomes and assignments (5 min)

- a. We sketched out the initial Design Model, with focus on the model package. We are seeing now that this will be the tricky part – to isolate and arrange everything in loosely coupled modules which will work nice together.

8. Wrap up

- a. Next meeting: Monday, 12:30