

# Meeting Agenda

**Location** Room 3508  
**Date** 2012-03-19  
**Time** 12:30-17.00  
**Facilitator** John Barbero Unenge  
**Participants** Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

## 1. Objectives (5 min)

- a. Go through draft of the Design Model, review draft code.

## 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

- a. Design decisions in the model: inheritance or not, etc.
- b. Should the model be responsible of destroying itself, or should it be done by the creator? (i.e. Controller). Use of Observer pattern?

## 4. Reports (15 min)

- a. Johan has written some starting code during the weekend.

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

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## 1. Discussion items (35 min)

- a. Discussed a lot about how the model should behave. Design decisions and such.

## 2. Outcomes and assignments (5 min)

- a. Jesper begins with some AI sketching.
- b. Chris is responsible for GUI and graphical elements.
- c. John continues with the rendering engine.
- d. Johan continues with sketching the application skeleton, class hierarchy, and unit tests.

## 3. Wrap up

- a. Next meeting: Tomorrow, Tuesday 13.00