Meeting Agenda

Location Room Idéläran 6
Date 2012-04-27
Time 14.00-15.00
Facilitator Johan Brook
Participants Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

1. **Objectives (5 min)**
   a. Discuss a future resource loading system

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).**
   a.

3. **Issues**
   a. -

1. **Reports (15 min)**
   a. The navigation controller is not manipulating the game model directly. Is only sending messages to the listening game model.

1. **From previous meetings, solved issues, e. t. c. , see 4**
   a.

1. **Discussion items (35 min)**
   a. The resource loader. Use JSON for persistence? Be able to store arbitrary values in JSON files, change the values without compiling.

2. **Outcomes and assignments (5 min)**
   a. See GitHub issues.

3. **Wrap up**
   a. Next meeting: -