

# Meeting Agenda

Date: 2015-04-23

Facilitator: Johan Iversen

Participants: Johan Carlshede, Johan Iversen, Johannes Hildén, Oskar Willman

## 1. Objectives

- Decide upon better MVC model
- Update RAD
- Write the 'purpose' part of the project report

## 2. Reports

- Johan Carlshede - Started implementing Box2d physics, cleaned up some cluttered code
- Johan Iversen - Studied the Box2d plugin.
- Johannes Hildén - Wrote an abstract of the background.
- Oskar Willman - Continued working

## 3. Discussion items

- MVC
- RAD
- Box2D physics, why is it slow?
- Git inspector

## 4. Outcomes and assignments

- Move methods from controller classes to model classes.
- Make Hero class know of objects of Room and Enemy classes.
- Update RAD with the analysis model and add more user-cases to the priority list.
- Decide a purpose for the report, write purpose.
- Make physics work as intended (harder, better, faster, stronger). Make collisions work between hero and obstacles in the room.
- Johan Carlshede - move methods from controller to model, continue programming, create disposition.
- Johan Iversen - Compile and run Gitinspector. Make collisions work.
- Johannes Hildén - Write purpose, continue programming.

- Oskar Willman - Continue programming

#### 5. Wrap up

- Next meeting Monday April 27th, 08:30.