

Meeting Agenda

Location: Café Linsen

Date: 2011-04-04

Time: 14:45 - 16:00

Facilitator: Karl Bristav

Participants: Karl Bristav, Gustav Olsson, Erik Sikander, Viktor Åkerskog

1. Objectives
 - a. Decide what has to be done in order to have a running prototype on thursday
2. Resolve any issues preventing the team to continue
 - a. Bringing Erik up to date with the progress of the project
3. Reports
 - a. The basic Entity-handling code is almost done.
4. From previous meetings, solved issues, e. t. c.
 - a. none
5. Discussion items
 - a. Erik is going to test some network libraries on his spare time, to create a basic knowledge of what library we should use. The rest of the group will have a look around.
 - b. For the supervised meeting on thursday, the group has decided on implementing the use case "move", as well as a rudimentary Player class.
 - c. The next thing to implement will be collision and physics.
 - d. New use case proposals: "Knock someone out", "Gain experience", "Level up"
 - e. It was discussed whether the method `findEntities<T>()` should return an empty list or null if no entity was found. It was decided that an empty list was the most practical solution.
6. Outcomes and assignments
 - a. (see *5 (Discussion items))
 - b. Write javadoc comments
7. Wrap up
 - a. No issues unsolved