

Meeting Agenda

Date:22/4-16

Facilitator:Jonatan G

Participants:Robert P, Johan B, Gustav G

1. Objectives (5 min). Resolve any issues preventing the team to continue.

JDK issues, IntelliJ doesn't want to use the latest one...

Merge vs Rebase, what is best and what should we do? We will Rebase for now.

2. Reports (15 min) from previous meeting

Robert, has done a tutorial for inputs in libgdx, and states (from tutorial) (should be changed so that states belong in controller).

Gustav & Robert & Jonatan implemented CursorMovement.

Gustav & Johan is currently implementing UnitMovement.

Jonatan has done some basic unit data and will continue with that.

We have started working on the analysis.

3. Discussion items (35 min)

SDD next week!

Continue with UC;s & code today.

Start using UI next week possibly?

MVC - how to make java great again.

Question to supervisor: where should the different "game states" be? Model?

4. Outcomes and assignments (5 min)

Game states in model as before. Gustav looks into it. (No real specific UC)

SDD next week. We all help each other out.

Jonatan works on unit functions. (No real specific UC)

Robert will work with view. No real specific UC applicable yet due to states/movement being so closely entwined.

Johan works with unit movement.

5. Wrap up

Next meeting a quarter past 9 at monday 25/4-16 @ 2516