

Meeting Agenda

Location: Idéläran, room 11

Date: 22 March 2012

Time: 11:16

Facilitator: Johan Rignäs

Participants: Daniel Jonsson, Johan Rignäs, Johan Grönvall

- Objectives (5 min)
 - Identify what we need to do before starting the implementation.
 - Decide assignments and decide how much we need to do until next meeting.
- Reports (15 min)
 - We have a meeting with our supervisor and received good feedback.
 - We have created a sequence diagram for the jump use case.
 - We have created a high level design (the package diagram).
 - After receiving feedback that our domain design is more of a uncomplete model design we created a domain design based on it.
 - Victor Rådmark has finally made contact with us, and apparently he is sick but will be back soon.
- Discussion items (35 min)
 - Write section 1 and 2.2.1 in SDD.
 - Start implementing high priority classes.
- Outcomes and assignments (5 min)
 - Daniel will start with the implementation of the GUI and controller classes that we will use for the visual presentation.
 - Johan G. will write the InteractiveObject and Character classes.
 - Johan R. will write the TileGrid, Tile and Level classes.
 - Everybody will write on section 1 and 2.2.1 in SDD.
- Wrap up
 - We will have our next meeting on Monday between 9 and 10 AM.