Minutes of the meeting 04/12/2016:

Discussed various approaches on how to proceed with the application building and these are tasks that has to be done before the next meeting.

1. Understand green foot API
2. Make basic pacman framework so that we can build patterns on it.
3. Commit map, images of pacman to git

Next meeting on Thursday evening ( 04/14/2016)

Minutes of meeting 04/14/2016:

Discussed about architecture of pacman application. Identified various classes and interfaces, which design pattern will fit which functionality.

Discussed State, Observer, Singleton, Factory, Decorator patterns and identified behaviours of pacman, enemies.

Tasks to be performed before next meeting.

1. Come up with idea of implementing observer, state pattern
2. Draw state design patterns for enemy and pacman
3. Understand greenfoot API

Next meeting on Monday morning (04/18/2016)

Minutes of meeting 04/21/2016

Discussed and worked on implementation of background setup of the project. Inorder to understand functionalities of Greenfoot few of us worked on some sample projects in Greenfoot. Discussed about factory pattern and worked on its implementation.

Tasks to be performed before next meeting

1. Complete background setup

2. Complete factory pattern implementation required in the project

3. Understand greenfoot API

Next meeting is scheduled for tomorrow(04/22/2016)