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)