

Meeting Agenda

Date: 2013-04-09

Facilitator: Sebastian Bellevik

Participants: Sebastian Bellevik, Adam Jilsén, Rasmus Lorentzon, Tomas Hasselquist

1. We will discuss who will do what. Also we will test different methods that will be needed in the game, like moving and collisions.
2. We have created the basic structure for all the classes we think we need and have a preliminary decision of who will have the main responsibility for our main tasks.
3. **Discussion items**
 - (a) How do we handle collisions?
 - (b) How do we sort the classes and exactly which methods do we need them to contain.
 - (c) How do we design our UML diagram?
 - (d) Who does what?
4. **Outcomes and assignments**
 - (a) We will try to fix our own solution for collision-testing but if that fails we might use something called Phys2D.
 - (b) We've sorted the classes depending on their role, Model, View or Controller.
 - (c) We decided to use a combination of Objectaid UML explorer for Eclipse and OmniGraffle.
 - (d) Head programmer - Tomas
Project leader - Rasmus
Designansvarig - Adam
Rapportansvarig - Sebastian
These are their responsibilities. Of course everyone will help with each part.

5. Wrap up

- (a)** We are still not entirely sure how to fix network-support.
- (b)** Collision-testing is somewhat functional but needs some finetuning.
- (c)** We will begin with some light coding and testing.