# Meeting Agenda

**Date**: 2015-05-29

**Facilitator**:

**Participants**: Fredrik Bengtsson, Jesper Olsson, Anton Strandman, Ulrika Uddeborg

**Objectives:**

§1 Postponed items from last meeting

§2 What to do until next meeting/Wrap up project

**Reports:**
- Complete the report
    - The report has been finished and handed in.
- Complete the RAD
    - Needs final review.
- Complete the SDD
    - SDD not yet finished. Replaced the document template.
- Other:
    - Package structure has been reworked to reduce inter-package connections.

**Discussion items:**
From the paragraphs above:
1

Factories are not factories, more like code-to-view-converters, as they modify the nodes to represent the model. This can be made better.

●

Refactoring:

Player should not be aware of PlayerMoveControl

● Fixed since last meeting.

NPCs should not be aware of NPCMoveControl

● Fixed since last meeting.

Is it possible to close the app without using the view to call shutDown()?

● Should maybe be investigated?

● problem solved, not possible to close the app without crashing however, needs to be fixed.

PlayerHealthControl should not tell the view to update the HUD

● Use observers? - Not a good plan.

● maybe rename to HUDControl

How to use subpackages:

● Should interfaces, abstract and concrete classes be in the same package or or use subpackages?

○ Fixed. Reworked package structure through the use of STAN.

Could we use observers so that model does not need to tell utils?

- Not a priority, to do if having abundant amount of time.

Spawnpoint has a ISpawnControl, which it tells to spawn models. Instead, put the

ISpawnControl upon a Spawnpoint?

- Fixed since last meeting.

**Outcomes and assignments:**

Finish SSD. Review RAD. Fix code. Make not crash when quit.

**Wrap up:**

Next meeting: no more meetings :''(