

Meeting Agenda

Date: 2015-05-07

Facilitator: Anton Strandman

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

Objectives:

§1 Review meeting with Joachim von Hacht

§2 What to do until next meeting

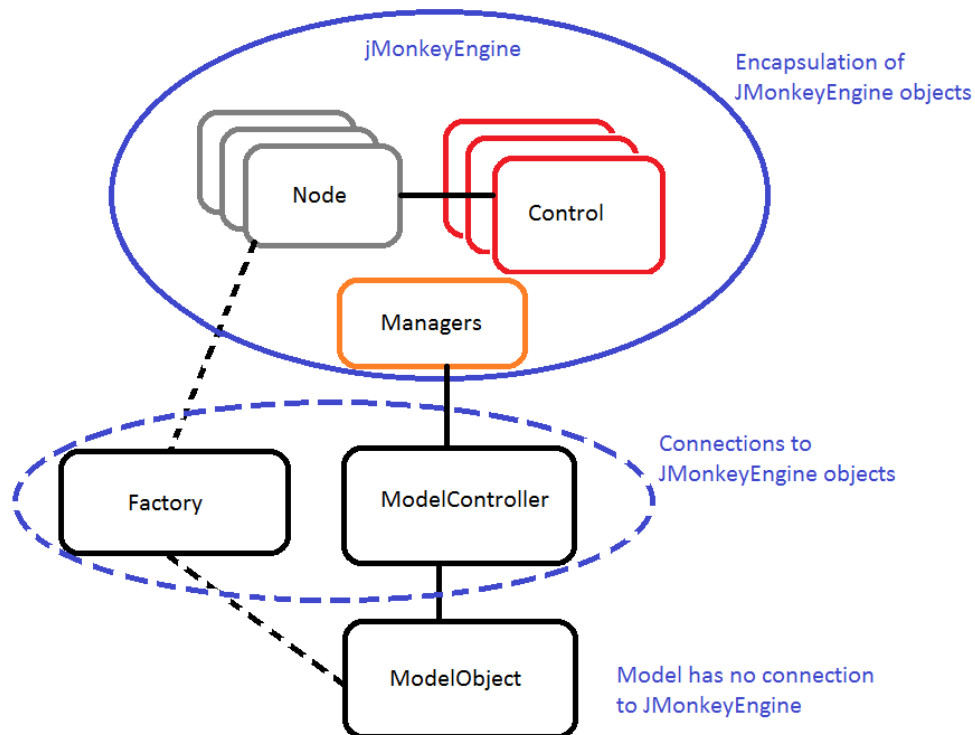
Reports:

- Checkpoints and spawnpoints
 - Created classes, not pushed to master.
- Write first draft of SDD
 - Work on the SDD has begun..
- Continue to write on the report
 - The initial draft is almost complete.
- Refactor code
 - Not started.
- Add new use case
 - Not started.

Discussion items:

From the paragraphs above:

1



Approved high level design. Our model will be separated from the view to make it portable to other platforms and game engines. This will require a layer that “translates” from the jME part to the model.

Level may be a jMonkey object outside of the model as long as we can provide an adequate argumentation for making it this way.

2 Large amounts of refactoring will be required to make the separation of the model possible. Work on the SDD will need to continue.

Other:

- Testing
 - Start writing tests after refactoring

Outcomes and assignments:

- Continue with SDD - Jesper
- Refactor code - Ulrika and Anton
- Checkpoints - Fredrik
- Spawnpoint - Fredrik
- Create nodetypes in testScene - Fredrik
- NPC - Jesper

Wrap up:

Next meeting: 2015-05-11