

Meeting Agenda

Date: 14 04 01

Facilitator: Erik Pihl

Participants: David MichaÅ«lsson Jacob Genander Daniel Jansson

1. Objectives (5 min)

How to keep track of enemies.

2. Reports (15 min)

Most models have been implemented. Still missing some of logic.

3. Discussion items (35 min)

How do we make enemies move and change direction.

Replace Path with a TiledMap and a vector.

See if we can remove the MVC model.

Use the render() in MapScreen as update timer.

4. Outcomes and assignments (5 min)

Send a mail and ask if we must use the MVC model.

Continue coding.

5. Wrap up

Next meeting 14 04 02