

## Meeting Agenda

Location: Grupprum 5207

Date: 2012-03-19

Time: 12:45-22:00

Facilitator: *Alexander*

Participants: Jonatan Rapp, Sebastian Odbjer, Alexander Hederstaf, Daniel Augurell

1. Objectives (10 min)  
Remake of the Domain Model due to reconsideration of the games structure. Much discussion over different designs.
2. Reports (10 min)  
Some small demos have been produced and discussed.
3. Discussion items (130 min)
  1. How to store the fleets and planets of the game (Mapped in the World class or in territory classes)
  2. What we want to put time on doing, GUI, game functionality.
4. Outcomes and assignments (400 min)
  1. We remade the Domain Model to fit our new ideas of how we want the game.
  2. Started a demo version of the game to find any possible problems with out design.
  3. Fully implemented almost all Models we currently use in the UML.
  4. Daniel should work on an algorithm for placement of Planets in a new World.
  5. Sebastian should work on new implementations of an ingame User Interface (Graphic design and useability + code impl).
  6. Jonatan should work on implementation of a system to find and handle battles when asked for.
  7. Alexander should work on design of game loops and logic and drawing of the game (demo).
5. Wrap up (5 min)
  1. We need to work further on GUI design next meeting.
  2. We need to implement simple View and Controller classes for the demo.