

Meeting

Date: 2015-04-24

Facilitator: Bjarne Gelotte

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl, Erik Cervin-Ellqvist

1. Objectives

Today's agenda is to discuss the report structure (course LSP310).

2. Reports from previous meeting

Reorganization of files is complete. We still have problems with having the InputHandler instance directly in the controller class for some unknown reason. We have separated the Player, Enemy, Weapon and Projectile classes into two classes each, a model and a view class but the restructure is not yet complete.

3. Discussion items

We have discussed the structure and purpose of the project report (course LSP310).

4. Outcomes and assignments

Outcomes:

We have agreed on a report structure and written a short paragraph about what purpose our report should serve.

Assignments:

Our mutual assignment until the next meeting is to have completed the restructuring of our code so that it coincides with the Model-View-Controller pattern.

5. Wrap up

Our next meeting will be held at 13:15 on Monday the 27th of April in M1215B.