# Meeting

**Date**: 2015-04-29

**Facilitator**: Jonas Graul Sagdahl

**Participants**: Bjarne Gelotte, Jonas Graul Sagdahl

## 1. Objectives

Today's agenda is to discuss where we are in the project and what we have to do next in order to get a good work flow.

## 2. Reports from previous meeting

Our project now follows the MVC-pattern better than it did before, but the refactoring has brought a few new bugs that need to be fixed. Not everything follows the MVC-pattern yet so there is still work to be done there.

## 3. Discussion items

What we have to do next in the project.

## 4. Outcomes and assignments

**Outcomes:**

We need to start to work on our SDD. There are quite a few bugs in the game right now so they need to be fixed as well (projectiles, etc.). Every basic game mechanic should be fixed before we move on to graphic design related things (sprites, map, etc.). We should look at our use cases and continue to implement more of them.

**Assignments:**

Bjarne Gelotte: update the RAD with a new domain model, fix "firing weapon"-logic

Jonas: Fix projectiles so that they move in the correct direction using a vector.

Mattias: Restructure the menu system so that the game separates the in-game menu from the main menu. Also more states to be added such as saves, highscores etc.


5. Wrap up

Our next meeting will be held at 10:00 on Thursday the 30th of April in study room 5217.