Meeting Agenda

Date: 2014-05-13

Facilitator:
Erik Risfelt

Participants:
Markus Bergland
Pierre Krafft
Jacob Turesson

1. Objectives (5 min)
Finish the Editor view to the degree that we can begin implementing the MVC model to full degree. Have something /runnable/!!

2. Reports (15 min) From previous meetings, (un)solved issues,
  etc.
The scrollbar problem is solved, as is the guideline of the GUI. Scenes, actors and novels are cleared when it comes to working with serialisation, now we need a graphical way to represent them. This also extends to creating them!
The EditorView is starting to smell of… something foul

3. Discussion items (35 min)

  (a) How do we do...?

  (b) What to do...?

4. Outcomes and assignments (5 min)
  (a) Erik should....
Implement even more event, work from UseCases to see which will be needed
Look into the strange smell coming from the EditorView

  (b) Markus should…
Make sure that the RAD stays up to date.
Start work on the Player GUI, finish the controller and set up actions.

  (c) Pierre should...
Add possibility to save and load in the view.
Create view component Tab.

(d) Jacob should...
Finalise the Editor GUI and begin working on extension to it. This includes actor placement, scene creation and saving/loading with butcons.

5. Next meeting?
2014-05-16