

Meeting Agenda

Date: 2014-05-16

Facilitator:
Erik Risfelt

Participants:
Markus Bergland
Pierre Krafft
Jacob Turesson

1. Objectives (5 min)

Get the application together, including views, controllers and model. Start looking at code structure, rumors says it smells.

2. Reports (15 min) From previous meetings, (un)solved issues, etc.

Events seem clunky at times, maybe we need to switch them out?

GUI is coming together, butcons are added! Time to finalise decisions regarding placement, rendering and user friendliness.

3. Discussion items (35 min)

(a) How do we do...?

(b) What to do...?

(c) Why is...?

4. Outcomes and assignments (5 min)

(a) Erik should....

Do some minor bug fixes in view
implement GUI and events for actions

(b) Markus should...

Make sure that the RAD stays up to date.

Finish the PlayerView and PlayerController, make sure no major bugs are present.

Research whatever or not events are needed, including the need of a "Director" as it is stated in the RAD and SDD.

Find out if the rumors of smelling code are true, if so make sure they are taken care of.

(c) Pierre should...

Refactor code.

(d) Jacob should...
Work...

5. Next meeting?
2014-05-20