

## Meeting Agenda

Date: 2014-05-09

Facilitator:  
Erik Risfelt

Participants:  
Markus Bergland  
Pierre Krafft  
Jacob Turesson

### 1. Objectives (5 min)

Finalising startups and make sure all decisions are taken together. Revert to old decisions if needed, the project needs to be understood by all.

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

We have started organizing the GUI code. We will try to keep it clean, but a possible alternative is to just refactor it in the end. This depends on how difficult the GUI code will become.

Controller has begun it's incorporation with the view.

### 3. Discussion items (35 min)

(a) How do we do...?

(b) What to do...?

### 4. Outcomes and assignments (5 min)

(a) Erik should....

Keep adding logic to the controller

(b) Markus should...

Make sure that the RAD stays up to date.

Start work on incorporating the director into the player controller.

Start work on the player controller, as stated above.

(c) Pierre should...

Meet up with the controller in the view.

(d) Jacob should...

Make sure the Editor GUI works as it is, don't leave any bugs behind.

### 5. Next meeting?

2014-05-13