Date: 28/4

Participants: Everyone

1. Objectives (5 min). Resolve any issues preventing the team to continue.

The model design is an huge issue. We don't really know how to connect the classes in a good way, without mixing the framework code with the logical code.

2. Reports (15 min) from previous meeting

 - Each groupmember reports outcome of assigned issues, see also 4)

When we had to rearrange the design the collision problem disappeared. The mac user in the group fixed his issue with JME and maven.

3. Discussion items (35 min)

 - Discuss issues from 1 and 2, possibly new or more general issues.

design model, separate framework with logical code.

4. Outcomes and assignments (5 min)

 - Outcomes from 3). I.e. write down what's decided and why it was decided?

We decided to talk with joachim on thursday with the design problem, because we find that there is no way to implement the framework code into the game without mixing it with our own logical code.

 - From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

Anton will code the highscore class

Rasmus will code the human class, and start making a static energy text.

Johan will start doing tests on the methods.

Alexander continue with the model design

5. Wrap up

 - Write down unresolved issues for next meeting.
the model design.

 - Time and location for next meeting

5/5 underjordssalarna