

Meeting Agenda

Date: 2013-04-09

Facilitator: Per Thoresson via ED-5355

Participants: Per Thoresson, Albin Garpetun, Daniel Bäckström and Johan Backman

1. Objectives

The structure of the code is still a problem. We dont really know how to follow the MVC-model when using a game engine.

2. Reports

Daniel has made a preliminary map.

The projectile is solved by using a standard sphere instead of the spatial that Johan made. Johans spatial is going to be used as a powerup instead

3. Discussion items

We got some tips from Adam about how the code should look like. All the logic which is associated with JME3 should be in the controller. The rest of the logic should be in the model. And we need to add observers.

4. Outcomes and assignments

Tomorrow everyone is going to work with the structure before we do anymore code.

5. Wrap up

Next meeting Sunday.