

# Project meeting

Date: 2015-03-26

Facilitator: Pär Löffqvist

Participants: Axel Aringskog, Fredrik Kindström, Henrik Nilson

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

Had some issues starting up Git flow and Maven, but resolved it.

2. Reports (15 min) from previous meeting

First meeting.

3. Discussion items (35 min)

We made a map on a whiteboard that realized our plan of how we are planning to build the project.

We are gonna start implementing the basics of the game such as, basic movement on an empty grided game board.

4. Outcomes and assignments (5 min)

Fredrik: Implements cards, Round and Turn.

Cards should be able to move the player.

Pär: Player class (model)

Have a name, amount of life, be able to take damage and handle cards.

Needs position and direction.

Henrik: RoboRally model

Should be able to start the game and create a player.

Axel: GameBoard and GameTiles class

Should be able to create a game board consisting of game tiles.

5. Wrap up

How to MVC? Flow with commands

How do we use Maven to our advantage?

Next meeting 31/3-15