

Project meeting 4

Date: 2015-04-01

Facilitator: Pär Löfqvist

Participants: Axel Aringskog, Fredrik Kindström, Hank the Tank

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

We don't really know how to keep the work flow over the holidays.
We are unsure how to follow the MVC-pattern correctly.

2. Reports (15 min) from previous meeting

From Last meeting:

We have done lots of logic in the game and have a terminal-based game with little of the functionality. Still no graphics.

3. Discussion items (35 min)

We discussed the MVC and think that we are supposed to move the references to view and controller from the model but we are not yet shure how to do that. During the holidays each of us is going to implement our own Round and Turn class and when we meet again compare them and see which one is the best one.

4. Outcomes and assignments (5 min)

We discovered that we have gotten the x and y coordinates wrong and Axel is on it.
All: Implement Round and Turn, own version.

5. Wrap up

Next meeting 2015-04-17