

Meeting Agenda

Date: 130419

Facilitator: Kim Kling

Participants: Kim Egenvall, Simon Bengtsson, Carl Fredriksson

1. Objectives (5 min)
 - a. Planning about future implementations.
2. Discussion items (20 min)
 - a. We now have a running game, looking good.
 - b. How should the “master controller” look like?
 - c. What’s the next gameplay step?
3. Outcomes and assignments (5 min)
 - a. The “master controller” should control all screen switches and each screen should be a MVC, or at least a controller.
 - b. Next gameplay step is to implement the XZ dimension.
4. Wrap up
 - a. Next meeting is 130423.