Meeting Agenda

Date: 2015-05-27

Facilitator: Erik

Participants: Emil, Rebecka, Hampus, Erik.

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

We have not managed to run any tests involving libGDX. This problem is caused by not being able to add and import dependencies. We are not able to run a JWFHALGApplication and we have tried the Headless Backend, which we cannot add as dependency. This is a problem.

2. Reports (15 min) from previous meeting

Rebecka and Hampus have done test, although we are not sure if these tests are necessary. Menu classes has been fixed, now work according to MVC. Hampus added an abstract class for the menues, stripping the classes of a lot of code.

3. Discussion items (35 min)

We need to make a package for Input and Output. A singleton class with all filehandling should be here. We want to make the last visual touches like maybe some animations, a cursor, and finnsih all levels etc.

The code is severly laking in comments, so this definitely also needs to be done.

4. Outcomes and assignments (5 min)

Rebecka: Content class in IO, comments and new levels.
Hampus: Will take a final look at the Headless Backend. Add visual timer in game. And Comments.
Emil: Create new levels. Work with LevelModel and LevelRender.
Erik: Create new levels. And comments.

5. Wrap up

Next meeting on Skype some time before the final submission on sunday.