Date: 2015-05-04

Facilitator: Erik

Participants: Erik, Rebecka, Emil, Hampus.

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

There are problems with the testing. Problem: Lack of knowledge

2. Reports (15 min) from previous meeting

We have done everything from the previous meeting, except the testing and JUnit.

3. Discussion items (35 min)

Refactor the create enteties methods in class Level. Create more methods in the class
GameState.
Finish the use cases.
Start with the SDD.
Create the menu and make it work with mouseclick.
Add more obsticles to the work, like the key to the door.
Maybe lower the dependency between classes?
Testing!

4. Outcomes and assignments (5 min)

Everyone will continue to work with the MVC modelling. This is an ongoing procedure
through the whole project. Erik will be working on the menu and try make it work. Emil och
Hampus will fix tests and check if we can lower the dependency between the classes.
Rebecka will fix the key and make the door work. She will also check if che can refactor
the code in the classes. Hampus will also finish the use cases. Erik and Rebecka will start
with the SDD.

5. Wrap up

Next meeting is next monday 11/5, 12.00.