

Date: 27/4 -15

Facilitator: Erik Karlkvist

Participants: Emil Axelsson, Erik Karlkvist, Rebecka Reitmaier, Hampus Rönström

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

2. Reports (15 min) from previous meeting

Started reworking UC. Reworked the UML/Analysis model. Implemented a new semi-UC, you can now collect stars and grow the character.

3. Discussion items (35 min)

Implement star to make character small. The hitbox doesn't change when the character grow, so that'll have to be done. Most important is to make the project fitting to the MVC-model. Fix JUnit and GitInspector. Start making tests. Implement the obstacles, like spikes, and the exit-door.

4. Outcomes and assignments (5 min)

Everyone will work together with adjusting the project for MVC. This is the number one priority. Erik has taken responsibility upon himself to fix the obstacles. Emil Wants to fix the different sized stars and the changing of the hitbox size. Everyone must fixa JUnit and GitInspector for their own computer. Hampus will look into how we are going to handle the main menu and the score screen. If possible start implementing it.

5. Wrap up