Meeting Agenda

Date: 2015-05-31

Facilitator: Erik

Participants: Emil, Rebecka, Hampus, Erik.

1. Objectives (5 min). Resolve any issues preventing the team to continue.
-No problems

2. Reports (15 min) from previous meeting
Everyone has been working on new levels.

Rebecka has made a Content class in the new package io, which handles files.

Hampus Have given up on trying to do tests using the Headless Backend, so the tests will only be done on the Model package. The tests on Model are done. He also added a visual timer to the game and did complementary comments in his code.

Emil has done the levelRender class and the Model class for levels.

Erik commented his code and made small changes and addition, some final touches.

3. Discussion items (35 min)
The sound when the character dies and grows need to be changed. Before the deadline we need to deleted unused files in the res folder and unused methods and comments in the code. Also make sure there are no unused imports.

Befor the deadline we should also change to one main class that works for everyone. The SDD must be finnished with the last touches and updated graphs.

4. Outcomes and assignments (5 min)
Emil will finnish the SDD.
Erik will create the new grow sound and die sound.
Everyone will look trhu the code and clean it from unneccesary comments and unused methods. Emil will take care of the View package, Rebecka the Model, Hampus the Controller and Erik the rest.

5. Wrap up
This is the last meeting and every assignment will be done before the deadline later today.