Meeting Agenda

Location: Hubben 2.1 group room
Date: 2012-03-28
Time: 13:00
Facilitator: Johan Andersson
Participants: Johan Gustafsson, Johan Andersson, Emil Johansson, Emil Edholm.

1. Objectives (5 min)

   Remember to upload meeting agendas.
   GameController
   Begin to look at Slick (our graphic framework) and Tiled (map editor)
   Make a sketch of the GUI.

2. Reports (15 min)

   Completed BuildCase with a text representation.

3. Discussion items (35 min)

   Possible use of dependency injections for Enemies, Towers and possibly Tower upgrades..

   Discussion of method modifiers in GameController. Change from public to private for most methods.

4. Outcomes and assignments (5 min)

   Emil E and Johan G will start looking at Slick implementation.
   Johan A and Emil J will start working on the gamecontroller.
   Emil J will also create a simple GUI sketch.

5. Wrap up

   No unfinished business.

   Next meeting will be on 2012-04-12 because of easter break.