

# Meeting Agenda

Location: Grouproom D, Library

Date: 16/4 2012

Time: 10:30 am - 11am

Facilitator: Henrik Andersson

Participants: Tomas Selldén, Henrik Andersson, Anton Palmqvist, Marcus Thyren

1. Objectives (5 min)

Possible problem will be if the GameBoard-class is going to be too big to also hold all the tiles, maybe we should make a TileFactory to solve this.

2. Reports (15 min)

Found a great program for designmodels, UMLet.

Our UseCase for Move now works properly with some simple graphics and all.

3. Discussion items (35 min)

1. We are on par with the schedule, perhaps a bit in front.

2. Work on UseCase Fire and Bomb.

Continue on the RAD and DesignModel.

Investigate the connection between the GUI and the Model.

Maybe write some Testcode.

4. Outcomes and assignments (5 min)

1. Henrik will look into the GUI/Model issue.

2. Tomas will work on Fire and Bomb.

3. Anton write some Testcode.

4. RAD is assigned to Marcus, and will then help out Tomas on the UseCases.

5. Wrap up

1. Perhaps the TileFactory.

2. Thursday after the meeting, 19/4 around 13pm.