Meeting Agenda

Location: Skype
Date: 8/5 2012
Time: 13:30 - 14:30
Facilitator: Tomas Selldén
Participants: Henrik Andersson, Anton Palmqvist, Marcus Thyren

1. Objectives (5 min)

    We still haven´t solved the board problem (choosing between different boards)

2. Reports (15 min)

    Added chooseCharacterState, added an enemy and two new boards. We have also merged the observer pattern so we can now use the gameOverState.

3. Discussion items (35 min)

    1. Keeping up with the roadmap
    2. We have created different board but we don´t know yet, how to make it work on code-level.

4. Outcomes and assignments (5 min)

    Fix the board problem

    We think that the observable pattern to solve the gameOverState creates bad dependencied so we will ask Joahim if this pattern is good.

5. Wrap up

    next meeting 10/5