

Meeting Agenda

Location: Skype

Date: 3 / 5 2012

Time: 9 am- 10 pm

Facilitator: Tomas Selldén

secretary: Henrik Andersson

Participants: Tomas Selldén, Henrik Andersson, Anton Palmqvist, Marcus Thyren 1.

1. Objectives (5 min)

Some arguments about using an array or making a new class to represent the gameboard.

2. Reports (15 min)

Merged branch concerning the gameboard issue, we are now using one class to represent the game itself, and one class to represent the board. Every gametile is now also aware of its position. In paper Anton divided the use case explode bomb into sub-usecases like putOutBomb and SpreadFire, and also implemented the move use case in the test-file.

3. Discussion items (35 min)

We are asking Joachim today about the gameboard representation. Until we have fixed the code structure we will wait with implementing extra functions. We are asking Joachim about how we are gonna structure the classes into packages.

4. Outcomes and assignments (5 min)

Everyone is looking into the code and analyzing how to improve it without writing any additional code. Tomorrow we meet and talk about what we came up with.