Meeting Agenda

Location: Skype
Date: 29/4 2012 Time: 18:00 - 19:00
Facilitator: Anton Palmqvist
Participants: Tomas Selldén, Henrik Andersson, Marcus Thyren

1. Objectives (5 min)
   Problem making the transperancy of the sprites work.
problems: if we should continue our work, or if we should change the structure of our
code to the example our teacher sent. We will have a meeting with Joakim tomorrow and ask
him if it´s much better to change the code structure!

2. Reports (15 min)
   Tested to implemet the map-version but didnt get it to work as we wanted.

3. Discussion items (35 min)
   1. Still on schedule.
   2. Decides to not use the map-implementation, and stick with the arrayversion instead. Also
   decide how we are going to do about the gameboard issue, concernign that the class is
   getting too big.
   3. Arrayversion works fine in the implementation that is. Works well with the GamTile-
   interface.

4. Outcomes and assignments (5 min)
   Everybody tries too branch the version where the game and board are separate.
   Anton looks on which more use cases to create.

5. Next meeting: 3 may