

Meeting Agenda

Location: Grouproom D, Library

Date: 25/4 2012 Time: 15:45 am - 16:30 am

Facilitator: Marcus Thyrén

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

1. Objectives (5 min)

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)

Our use case explodebomb works and use case powerItems (extrafirePower) works even addad classes TileFactory GameOverState (GameOverState doesn't works good yet)

3. Discussion items (35 min)

Same as objectives but we want to talk to our teacher about what advantage the new code structure has.

Write a UML diagram of the new structure.

4. Outcomes and assignments (5 min)

Anton, Tomas and Henrik will look at the use case explode bomb and also the rendering of the gameboard, we now use a lot of "instanceof" and that's not so good! Marcus will try to fix the GameOverState class so it works correctly.

5. Wrap up

music and Sound

sprite make it look good

use case make it poossible to use isKeyDown

choose different sprites, different boards make sprites better than other.