

Meeting Agenda

Location: Linsen Restaurant

Date: 19 / 4 2012

Time: 2 pm - 3 pm

Facilitator: *Tomas Selldén*

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

1. Objectives (5 min)

Decide if we are going to continue with the GameBoard class or split it up maybe.

2. Reports (15 min)

Checked with mentor that the testcode is correct. ExplodeBomb is almost working on a different branch.

3. Discussion (35 min)

1. Following the schedule.

2. We are going to update the RAD with which resolution we are going to use (not decided yet). Trying to find other Use Cases to implement. Discussing the MVC-model (which is relevant concerning SDD 2.2), thinking about how we can apply it in the Slick-framework.

3. To get a better overview.

4. Outcomes and assignments (5 min)

1. Read about MVC-models in Slick and try to find solutions.

2. Implement TileFactory to refactor some unnecessary code.

5. Wrap up

1. Next Meeting 25 april