

Meeting Agenda

Location: Skype

Date: 6/5 2012

Time: 5 pm - 6 pm

Facilitator: Anton Palmqvist

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

1. Objectives (5 min)

We are going to use the game and board structure.

2. Reports (15 min)

Made a new use case amountOfBombs, created an interface for the board so we can do new boards for the game. Still working to fix the gameOverState problem by using the design pattern observable in an other branch. Even added sound to the game.

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)

Find a solution of using different boards.

Add a timer after one player has been killed.

5. Wrap up

Implement an AI

Next meeting 8/5.