

Meeting Agenda

Date: 2016-04-19

Facilitator: Erik Sänne

Participants: Gustav Svensson, Marcus Pettersson Johnsson, Martin Sixtensson

1. Objectives. Resolve any issues preventing the team to

- How to gfx
- No model in client, all server side

2. Reports from previous meeting

- Work on SDD not started since how to make an SDD hadn't been explained until today's lecture (2016-04-09)
- The basic weapon class is done the different weapons have been put on the backburner.
- Maps are working. We can with ease create new maps with a text file and load them into our game.
- Collisions are a work in progress. Some code has been written and tested.

3. Discussion items

Discussed how graphics should be handled in our program. We've been doing it wrong. No graphics should be in the model, all graphics should be in view. Model should work without view. View is dumb, should only paint what we know.

Discussed if we should move most functionality to server. Dumb clients? No real conclusion. We need to discuss this further within our team and with our supervisor.

4. Outcomes and assignments

- Rework our graphics handling - Erik & Marcus
- Create SDD - Martin & Gustav
- Start work on report - Martin

5. Wrap up

2016-04-21