Meeting Protocol

Date: 2015-05-21
Facilitator: Simon Lindqvist
Participants: Simon Lindqvist, Jesper Olsson, Johan Tobin, Armand Ghaffarpour

Objectives (5 min)
- Finish implementing the last functionality
- Continue refactoring
- Documentation(Javadoc, RAD, SDD)
- More test coverage

Reports (15 min)
- High score model and view is almost done, just need menu buttons
- Loading level menu has been created (two levels)
- We have different backgrounds on the different levels
- WeaponTest is almost done
- More dynamic views (dependent on level)

Discussion items (35 min)
- What more functionality needs to be added by Sunday?

Outcomes and assignments (5 min)
- Jesper should add menu buttons on High Score View
- Armand should fix more test coverage
- Simon should upload his refactored buttons, and then start with in game menu
- Johan should fix some of the remaining bugs
- All should write documentation

Wrap up
- Next meeting on Tuesday 2015-05-26 8:00