Meeting Agenda

Date: 20140508
Facilitator: Simon Nielsen
Participants: Jacob Gideflod, Emma Lindholm, Simon Nielsen, Andreas Pegelow

1. Objectives (5 min)
To discuss what we've done since the last meeting, what to focus on until deadline and how to refractor the project.

2. Reports (10 min)
Since the last meeting Simon has added the toolbar to the gamescreen, a gamesplashscreen and score implementation to gamescreen. He has also been working on font generation. Emma has added implementation to the detailed view in armory (functionality is done, graphics still remain). Jacob has worked with the graphical representation of the menus and scaling of the fonts. Andreas has worked with the scorescreen and also the image for the splashscreen.

3. Discussion items (50 min)
(a) What we need to change in the the model and structure of the application.
(b) Whether we should start using some plugins to find codebugs.

4. Outcomes and assignments (10 min)
(a) We should start using FindBugs and PMD to find codebugs.
(b) The entire GameModel class should be revised and possibly completly rewritten.
(c) Controll that only needed listeners are added and that all events take the shortest possible way to its destination (not through another class).
(d) Everyone should focus on getting the model clean and to fix functional problems in the application.

5. Wrap up
Next meeting will be 2014-05-09.