

# Meeting Agenda

**Location:** Linsen

**Date:** 2012-04-26

**Time:** 11:00

**Facilitator:** Niklas Logren

**Participants:** Felix Willebrand Westin, Jonathan Orrö, Niklas Andréasson

## Objectives

Discuss how the network should work.

Discuss refactoring.

## Reports

We now have a Character and a CharacterView.

A basic test case exists.

## Discussion items

How should NetworkHandler work?

Where do we handle input?

## Outcomes and assignments

NetworkHandler should loop and continuously ask for new data.

Input should be handled in a Player class.

## Wrap up

Goals for next meeting:

- Write some tests.

- Realise MVC better, split code up into classes.