**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.