Meeting Agenda

Date: 27/4-17

Chair: Emil Jansson

Participants: Edvin Meijer, Hampus Carlsson, Emil Jansson, Jesper Blidkvist

1. Objectives (5 min). Resolve any issues preventing the team to continue.

- Begin writing a SDD.

2. Reports (15 min) from previous meeting

- HAMPUS: Fixed rotation not showing up in the map parser. Discussed controller structure. Wrote controller UML.
- EDVIN: Discussed controller structure and started on implementing the controller. Did some libGDX xbox controller research.
- JESPER: Animated objects use their own listener to handle animations, not implemented in the MVC. Did some more work on graphical objects. Added functionality to gameObjectinit.java for instanciating objects.
- EMIL: Created some new classes and began implementation of the model.
- GROUP: Created second version of UML for the model.

3. Discussion items (35 min)

- Temp usage of keyboard. Not needed.
- Which files to upload from our google drive folder to github. UML, SDD.
- Refactor of codebase, ex folders. Just rename them after merge. Big merge on friday.
- What should we do about the Vector3 class in our models? Create new vector class.

4. Outcomes and assignments (5 min)

We will try to get a working xBox controll instead of focusing on keyboard.

We will upload our uml and ssd to github.

We will try to as soon as possible refactor our package names at Friday.

We will make our own Vector3 class.

- HAMPUS: Begin implementing a input system.
- EDVIN: Continuous research on how the Xbox controller actually works.
- EMIL: Continue implementation of model.
- JESPER: Make vector class. Test it.

- GROUP: Merge and refactor packages.

5. Wrap up

Meeting next Tuesday after lunch.