Meeting Agenda

Date: 2/5-17

Chair: Jesper Blidkvist

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.
- Write on the report
- Controllers

2. Reports (15 min) from previous meeting

- HAMPUS: Implemented state machine
- EDVIN: Implemented state machine. Did some gamepad research, no conclusion yet. Started working on vector adaptations from our own to libgdx vectors. Completed/created unit tests.
- JESPER: Created settings state. Optimized models for higher FPS. Created a custom Vector3 and Vector2 class, began writing tests.
- EMIL: Implementing various parts of the model.
- GROUP: Merged and refactored packages. Uploaded new UML to git.

3. Discussion items (35 min)

- Who should write what and when in the report.
- Controllers
- Goal for next week

4. Outcomes and assignments (5 min)

- GROUP: Combine the texts from the other course and put them into the report as introduction or background.
- Write on rapport and prepare for oral presentation of web analysis
- Small tests and refactoring. Documenting existing code.

5. Wrap up

Meeting next Thursday (4/5-17) after lunch.