

# Meeting Agenda

Date: 6/4-17

Chair: Emil Jansson

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

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

- SDD must be completed.
- Controller class needs discussion
- Finish layout for report
- What we want to do with the UML
- What we will do during the break but also Friday tomorrow.

## 2. Reports

- JESPER & HAMPUS: Finished tasks from last meeting.
- JESPER: Worked on a shader.
- HAMPUS: Has tried to get JUnit working.
- EDVIN: Has researched and begun implementing controller functionality. Has made a sketch of a possible map.
- EMIL: Made a model for testing of AI behavior.
- EMIL & EDVIN: Has discussed AI behavior and done some testing on that behavior. Also discussed level design.

## 3. Discussion items (35 min)

- SDD will be worked on continuously as the project advances. Not main focus to next meeting. Will be discussed in more detail next meeting.
- Separation of player model and controller is a good thing. It allows us to control the menu in a easy way. A state machine could be a possibility. Separate controllers is another alternative. What is more efficient is still undecided. What is better is to be decided on the next meeting when we have more information about the implementation. We will make UML-diagrams to show the implementation of each variant. EDVIN.
- JESPER is almost finished with the framework for the Report. Confirmation that references to source material work as intended is needed. "Purpose" is to be completed in group after this meeting.
- UML should be worked on after the easter break. We need a framework to make collaborating on the code easier. Focus on the Model and how different modules connect. This work should start after the next meeting and more details will be decided then.

## 4. Outcomes and assignments (5 min)

- EDVIN: UML for possible controller designs. Make unit test if time allows.
- JESPER: Finish render-pipelines by merging shaders to the project.
- HAMPUS: Create some unit tests. Test the map editor.
- EMIL: Create a more complete map for AI testing.

## 5. Wrap up

To discuss next time:

- Controller design. Come to a decision.
- UML for model, SDD.

Next meeting will be 08:30, 2017-04-24.