

Meeting Agenda

Date: 4/5-17

Chair: Edvin Meijer

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

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

- Rendering code is in main (controller) and not in the view module
- Using the actual Model when rendering the current scene

2. Reports (15 min) from previous meeting

- HAMPUS: Fixed controller input.
- EDVIN & EMIL: Been working on model.
- JESPER: Implemented various settings in a separate menu.
- GROUP: Writing report.

3. Discussion items (35 min)

- We need to move all libgdx code, dependencies and references to the view. This will probably be done in the forthcoming week.
- We need to use the current models when rendering, will also be done in the next week.

4. Outcomes and assignments (5 min)

- GROUP: Write on report.

5. Wrap up

Meeting next Monday (8/5-17) at 09:00.