

Meeting Agenda

Date: 30/3-17

Chair: Hampus

Participants: Edvin Meijer, Emil Jansson, Hampus Carlsson

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

- Current meeting schedule collides with Emil's schedule.
- Presentation for next Monday.
- A document has to be turned in at Friday 17:00.
- How should xml be imported into classes.

2. Reports

- Edvin has made some drawing of what the game should look like. Talked with Emil about how the game ai should be implemented. They also created a prototype in python.
- Emil talked with Edvin about game ai and also made his own prototype in Java. Some of his classes might be used in the program.
- Blender export script more or less done. Also worked on the import code for the xml map that blender exports.

3. Discussion items (35 min)

- We might not have fixed meeting times anymore because our schedules are shifting for each week.
- Proposal for meeting times for next week: Monday: 13:15. Thursday: 13:15.
- We have to make a new and more simple UML for showing at Monday.
- XML parser has to be discussed more. However meeting time is not enough.

4. Outcomes and assignments (5 min)

- EDVIN Powerpoint for next week, getting knowledge of ho
- HAMPUS & EDVIN - New simple UML.
- HAMPUS & EMIL Document that has to be turned in at Friday 17:00.
- ALL: Keep working on their parts of the code. RAD.

5. Wrap up

- Next meeting we want to discuss:

- Check back about how we want to fix the xml parser.
- Controller utils.
- RAD.

Next meeting will be 13:15, 2017-04-04.