

# Meeting Agenda

Date: 8/5-17

Chair: Hampus Carlsson

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

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

- Goals for the week.
- Xbox deadzone handler
- Integrate AI module into project

2. Reports (15 min) from previous meeting

- GROUP: Finished first version of report.
- EMIL: Implemented a timer class in utils.
- EDVIN & EMIL: Worked on character interactions in the model. Refactored the model to remove all libGdx dependencies.
- EDVIN: Tested new vector classes and added a vector converter.
- JESPER: Started moved render code to view.

3. Discussion items (35 min)

- The view and model should be connected in a better way.
- We had a discussion about mvc vs fetch and pull in the model and view.
- Goals:
  - Connect and use more than one controller.
  - Have a kind of finished model.
  - Have a playable game that can interact with models.
  - Some kind of game menu, so we won't have to restart the game to reach the settings menu.

4. Outcomes and assignments (5 min)

- GROUP: Work towards goals
- EDVIN: Working towards completing the model. Test model classes.
- EMIL: Start to implement some parts of the AI-prototype to the game.

5. Wrap up

Meeting next Monday (11/5-17 ) at 13:15.

