# Meeting Agenda

Location: Library

Date: 9th of may

Time: 11:30

Facilitator:

Participants: Robin Hammaräng, Daniel Larsson, Olle Werme, David Göransson

1. Objectives (5 min)

Discussing a possible refactoring of the game modes. Also discussing if we should swap over to using a canvas instead of the current views. Would produce a more structured code and a proper MVC-layout.

1. Discussion items (35 min)
   1. How much work will it be to refactor the project? According to Olle it won’t be too much work, once one game mode is completed the rest will follow very quickly.
   2. We decided to follow up on tomorrows meeting and ask Adam what he thinks about it.
   3. Robin has run into some major problems with the current tests. getActivity() returns null during runtime, and he can’t figure out why.
2. Outcomes and assignments (5 min)
   1. Will be decided during tomorrows meeting with Adam.