Meeting Agenda

Location:At Daniel place

Date:3/5

Time:19.00

Facilitator: *David Göransson*

Participants: Daniel Larsson, OlleWerme, Robin Hammaräng

1. Objectives (5 min)

We have been very ineffective, two people in our project have commited 85%. David and Daniel started working on the new game mode but have reached several problems since some needed methods was deprecated.

1. Reports (15 min)

Olle started working on the new gamemode fallingwords and daniel and david have worked on power ups.Robin has made some research on how to JUnit tests for android.

1. Discussion items (35 min)
   1. Which kind of power ups should exist? What data should be stored on the database, more than the dictionary?
2. Outcomes and assignments (5 min)
   1. Olle continue working on the new game mode called fallingwords.
   2. Daniel will start working on a settings activity and combined with David continue the work on power ups.
   3. David will try and implement openfeint or similar opensource score and achievement system. David will also try and implement music to the menu and settings activity.
   4. Robin continues with the tests on the model.
3. Wrap up
   1. We will need to really shape up and work a lot harder. A code-LAN will be help at Davids place starting now. Hopefully this will solve some of our current issues.