Meeting Agenda

Location: At David’s place.

Date: 12/5

Time: 03:00

Facilitator: David Göransson

Participants: Olle Werme, Daniel Larsson, David Göransson

\* Objectives (5 min)

Decide about our current issue with the balance game mode. Olle want to talk about our game design and the current layout.

\* Reports (15 min)

Olle has been experimented with canvas, after the meeting with Adam we have decided to go with canvas instead of using XML as primary layout source. Olle has had a walkthrough about the new canvas design with David and Daniel which now has started to refactor the current gamemodes.

\* Discussion items (35 min)

We have also discussed about implementing a new gamemode called scrabble. The problems with balance game mode and the current implementation is now solved, David and Daniel will try to fix this will implementing the canvas design.

\* Outcomes and assignments (5 min)

We have dedicated the work on scrabble to Robin. Olle will implement a function to read from a txt into the database, currently the database reads from a array of strings. Daniel will work on RAD and SDD.

\* Wrap up

Next meeting: 16/5 19:00, preliminary time.