

Meeting Agenda

Date: monday 3/3-17

Chair: Moa

Participants: Moa, Alice, Matilda, Leyla.

start 09:45

1. Objectives (5 min). Resolve any issues preventing the team to continue. - Short clear descriptions

- Keep learning how Animation Timer is working. It'll be important for our Main Loop (?)
- Keep working on our "issues" from last week.

2. Reports (15 min) from previous meeting - Each group member reports outcome of assigned issues, see also 4)

- We've found some interesting information pages about Animation Timer that we'll all check into

3. Discussion items (35 min) - Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)

- Our focus right now: to make a piece fall down step by step, but implemented in a way that works for us. We'll do this by learning more about Animation Timer. The way we want to implement the "movement" is to keep painting the board matrix with updated data.
- The next step will be to try and figure out how many pixels that will be represented by one single piece, so that we later can translate the movement into new data for the board matrix.

4. Outcomes and assignments (5 min) - Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook) - From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

- Today we're going to focus on making our move/fall-method work by learning more about Animation Timer.
- When this is working we will focus on making the wall created by shapes on top of eachother.

5. Wrap up - Write down unresolved issues for next meeting. - Time and location for next meeting

- We're thinking about how we will work on the "easter break". This is something to decide on next meeting.
- The next meeting will be held on Thursday 6/4-17.