Meeting agenda

**Date:** 2016-04-19

**Facilitator:** Andreas Carlsson  
  
**Participants:** Lina Blomkvist, Andreas Carlsson, Felix Engelbrektsson, Robin Lilius-Lundmark  
  
1. Resolve any issues preventing the team to continue (5 min)

Graphic problems with URL

Branches or not

All methods in UML?

2. Reports (15 min) from previous meeting

UML diagram done

Domain-model seminar went fine

Basic skeleton and class connections done (except menus)

Animated sprite up and running

Tile classes first version almost done

ArenaView connected with ArenaModel; sprites renders

Basically; we’re now up and running with coding, big time

3. Discussion items (35 min)   
 **Branching**

Commit to master-branch when working together. Make a local branch when working by ourselves. Only push working code to master-branch.

**UML**

All methods and attributes: Felix want us to put in all the methods and attributes in our UML before coding. The rest of the group is unsure.

**GUI-Class**

Add class for game GUI (added to UML)

4. Outcomes and assignments (5 min)

- We must get the gameCharacter move() method working until thursday; prio one. This also includes getting gridsnap and GameController working in unison.

- More graphics and spritesheets must be worked

- After this, we need to prioritize: test all TileObject classes; create external map and load it into game to create arena; get the menus going; get the GUI HUD going. And so on.

5. Wrap up  
 Next meeting friday 22:th april