Meeting agenda

**Date:** 2016-04-12

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

Development environment. Does not compute.

Classes not defined.

2. Reports (15 min) from previous meeting

Andreas looking into development environment

3. Discussion items (35 min)   
 Project structure, what should be models, views and controllers

Main (init game)

* Models

Tiles <interface>

Wall<abstract>

Destructable

Indestructable

Powerup<abstract>

FirePlus

SpeedPlus

BombPlus

etc.

Bomb<abstract>

Regular

Mines

Movables<interface>

Character

Enemies

ComputerAI<interface>

StupidAI

SmartAI

* Views

GraphicLogic

Sprite

AnimatedSprite

GameView

BoardView

GUIView

StatusView

MenuView

* Controllers

GameController

TimerController (extends Thread?)

InputController

CPU (Thread?)

Enemy

Player<interface>

4. Outcomes and assignments (5 min)   
 All documentation, variables, comments and commit messages in english

Project set up, initial classes defined

Get started with coding ASAP

5. Wrap up  
 Next meeting thursday 08:00