Meeting agenda

**Date:** 2016-04-22

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

Nothing prevents us from working on the project

2. Reports (15 min) from previous meeting

Meeting with Joachim, needs to make changing in MVC-logic

Refactoring based on above done and done.

Character able to move

MapLoader has been fully implemented

XML Loader is up and running

It has been concluded branching is not for us

Eventbus implemented

3. Discussion items (35 min)   
 **How to start a new game**

Use of an event-object that holds all the information for the game, i.e. available   
 power-ups, map, character, enemies, time and so on.

Owner: Andreas

**Putting Bombs on map**

Character responsible for putting the bombs on the map.

Owner: Andreas

**Spawning powerups when blasting a wall**

GameController spawns the powerup.

Owner: Felix

**Menu**

Owner: Lina

**Graphics**

Owner: Robin/Lina

4. Outcomes and assignments (5 min)

Read above

5. Wrap up  
 Next meeting tuesday 26:th april