Meeting Agenda 11/5

Group meeting for group 17, Entreprenörerna

*Facilitator*: Niklas Ohlsson

*Participants*: Nima Ahmadyan, Niklas Ohlsson, Sathian Sugumaran, Josefine Svegborn

**§1 Objectives**

1. Check up on how everyone is doing with their task?
2. What is the status of the project, what has to be done in order to make a better game and more efficient code.
3. Have we all the files/classes in a MVC structure right now?

**§2 Reports**

1. A solution to the Sound class has been decided upon and started to be implemented, further sound files for different events can be added. All in all, good joob!
2. No current errors in the code the.

**§3 Discussion items**

1. Which sounds to use.
2. Is the Sound class an optimal solution
3. Should the sound and image class be changed?
4. How do we jump between the different scenes more efficient, e.g. stargame scen → Next level image → game level 2

**§4 Outcomes & Assignment**

1. Successfully implemented a functional sound class
2. Look at how to implement a Service, to potentially change the sound and image handling.
3. To better shift between the different scenes we need to put the different scenes in new classes (e.i. ordering better view classes).

**§5 End of Meeting**

Next meeting on Monday 15/5.