Meeting Agenda 15/5

Group meeting for group 17, Entreprenörerna

*Facilitator*: Josefine Svegborn

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

**§1 Objectives**

1. Change the structure of the project, no logic at all in gameView except input list which handling the keyEvents better than a direct listener to the logic.
2. Decide whether to implement a service or not

**§2 Reports**

1. A new alternative structure has been found, that makes the code follow a better structure. It is now easier to found the different logic and understand it. This was also positive in the sense that the classes went smaller and it was not longer one class that did most of the work.
2. Have tried out to implement the services, but not in the way joachim wanted. Have a problem to understand the services slides from the lecture.

**§3 Discussion items**

1. The Image and Audio services
2. How to move from the current structure to the new one.

**§4 Outcomes & Assignment**

1. Successfully implemented the new structure.
2. Study the service function to able to understand and implement it, talk to Joachim and get help with understanding the structure of Interface, factory and the service as such.

**§5 End of Meeting**

Next meeting on Thursday 18/5.