Meeting Agenda 2/4

Group meeting for group 17, Entreprenörerna

*Facilitator*: Josefine Svegborn

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

**§1 Objectives**

1. After todays meeting with Joachim we realized we need to make a visualization of how all our classes are structured and communicates. This is to be done together during the meeting.
2. Split up who focuses on what until next week.

**§2 Reports**

1. Joachim told us that all logic should be in the model-class and therefore we will try to rearrange our prototype to separate logic and graphics.

**§3 Discussion items**

1. Where to put the game-logic, the different constructors, methods etc.

**§4 Outcomes & Assignment**

1. Made a updated version of our sequence diagram, showing how the different objects are linked to each other.
2. Until next week Niklas, Sathian and Nima will focus more on rearranging the prototype in the new structure. Josefine will have to work from home some days and will therefore focus more on how to store high scores and set up a start menu.

**§5 End of Meeting**

Next meeting on tuesday 2/5.