

## Meeting Agenda

Location: Hc2 Johannesburg

Date: 16-04-2012

Time: 11.45

Facilitator: *Simon Nilsson*

Participants: Sebastian d'Aubigné, Simon Nilsson, Fanny Malmek

### 1. Objectives (5 min)

- Interpret Roadmap
- Graphics
- Easter break followup
- Getting started after vacation
- Documentation

### 2. Reports (15 min)

We had a plan to work lots throughout the entire vacation but since we all went to different places we could not cooperate nor coordinate any significant amount of work. Only tiny bits of programming has been made to the project. The ambitions were high but we learned that it's always best to be on spot and work together to get something done.

### 3. Discussion items (35 min)

#### Roadmap

- Iteration 2  
We discussed that we don't do enough of "iteration" we just implement until it works. We need some structure around our work.
- MVC, SDD  
Seeing that these haven't been updated for long , a checkthrough wouldn't hurt.
- Update of designmodel and domainmodel  
This is something that we have discussed a lot throughout our project. having implemented much without really looking back on the very foundation of our work.

#### Graphics

Having a slight idea of which 2D library we want to use, Slick; we are now left with some ideas around how it works. There has been some testing of applications made with Slick and they all seem very promising.

#### Easter Follow-up

Se Reports.

#### Getting started

There has been long time without the entire group being together for work. Hence we are a bit alienated by eachothers. It's very important that we can focus on our goals ahead of us.

#### Documentation

We are having trouble with complex code , one programmer doesn't understand another one's code which slows our development down significantly.

### 4. Outcomes and assignments (5 min)

- a. All of us are going to dig deep into Slick's 2d library-API.
    - b. We are going to search for sprites for our game
    - c. A document about any updates made to the code will be created
  - 5. Wrap up
- Until next meeting we are going to have a working graphical element.