Meeting Agenda
Location: Grouproom E johanneberg library
Date: 27-03-2012
Time: 13.40
Facilitator: *Sebastian* d'Aubigné
Participants: Sebastian d'Aubigné, Simon Nilsson, Mike Phoohad, Fanny Malmek
Objectives (5 min)

1. Discuss:
- Group followup
- RAD and SDD
- Test driven development, workway
- Next steps
- Make a list of things to do
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2. Reports (15 min)
- We have completed a basic design model
- We have decided what would be the first prototype. It was decided to be a simple game where you can control a player with arrow buttons, and collide with blocks.
- No tasks have been assigned, but the group do not think that is a problem, it is good if everyone can collaborate on everything
- The discussion was ongoing during the implementation
- The name is still not decided

3. Discussion items (35 min)

One group member have been away for the first two weeks of this course, has been informed to some extent what has been going on. The group member has just been introduced to GIT and the group github server, will now be given some tasks to do and will work some more on the project on the two weeks of spring break.

One opinion on the RAD and SDD documents are that we do not remove and rewrite others work , but choose instead to discuss.

Test driven development, has been working for this project mostly in the beginning . But now when the project is more working the testing has fallen behind a bit. The group agrees that TDD is good for the project. We want to continue using more tests, before implementing too much.

next steps,
fix more tests that have as much code coverage as possible
refactoring , how classes are dependent on eachother, who will have control over game over and restarts, how will the menus work? discuss and decide

sms group disturbances, set restrictments on time on when to send texts? it is possible to write / tyst on the sms group and you will not recieve more text until you write /tyst again.

1. Outcomes and assignments (5 min)

Write more test
Organize, write a todo list, discuss design.
Help returning group member getting started.

2. Wrap up