

Meeting Agenda Date: 26/3

Facilitator: Matilda Andersson

Participants: Jonathan Johansson, Matilda Andersson, Johan Ärlebrandt, Karin Wibergh

1. Objectives (5 min). Resolve any issues preventing the team to continue.

We don't have enough usecases.

2. Reports (15 min) from previous meeting

We have learned git.

Installed all necessary software.

We have figure out which RAD template to use.

3. Discussion items (35 min)

- Usecases

4. Outcomes and assignments (5 min)

- Usecases

- move character around with arrow keys

- Questions

- Correct Answer

- checkpoint?

- remove one wall?

- get keys

- get food for the monster

- get points

- Wrong Answer

- be moved to random location on the map/ to the beginning?

- a monster has appeared on the map

- lose points

- Time - Time converts to points

- Points

- Teleporter

- Chests containing food or keys

- Doors that need keys to be opened

- High score board

- Set name

- choose characters

- save user

- name

- which levels has the user completed

- highest high score per level
- load user
- remove user
- may select any level if the previous ones have been completed

5. Wrap up

Think about the model for use cases.

Next meeting: monday 30/3 Edit building, 5205 13:00 - 14:00