

Facilitator: Maja Nyberg
Participants: Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg, Alex Nordgren
Date: 23/3-2017

Meeting Agenda 2

1. Objectives

- We still need to get git working for everyone.
- Need to get started to get problems.

2. Reports from previous meeting

- A .gitignore is now pushed, but if anything needs to be added, feel free to add!
- Rules have been established for our game. Ish
- Rough sketches of the GUI have been made. They need some serious work though..
- Two use cases has been made, and a list of possible use cases. They need more work as well.
- Still need to start writing the RAD.
- Decided to use Java FX

3. Discussion items

- What UCs should we have? How detailed should these be? Ask supervisor about this on next meeting.
- The GUI sketches
 - There are some areas that need to be more specific so we need to decide exactly how we want that to work.

4. Outcomes and assignments

- Finish all the UC for a working game!
- Start to filling out the RAD! We have the ideas
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5. Wrap up

Next meeting:, 2017-03-27, 15.00, 3505-E