Facilitator: Amanda Jonsson
Participants: Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg, Allex Nordgren
Date: 21/3-2017

Meeting Agenda 1
http://www.cse.chalmers.se/edu/course/tda367/project/Agenda.pdf

1. Objectives
- We need to get git working for everyone.
- We need to make a .gitignore!

2. Reports from previous meeting
Nothing to report on our first meeting.

3. Discussion items
We need to decide exactly how this game is going to work, rules, etc. This game will be like the board game "The Lost Diamond", but it in Göteborg.
- Need to decide rules for our own game, what differences, what functionalities, etc.
- Start writing the RAD
- Make GUI sketches
- Make UC

4. Outcomes and assignments
The initial step in creating this game will be for all of us to sit together and decide how things are going to work.

5. Wrap up
Next meeting: 24/3 - 2017
3503-E 10.00-12.00