

# Meeting Agenda

Date: 27-03-2017

Chair: Luka Mrkonjic

Participants: Karl Wikström, Luka Mrkonjic, Agnes Mårdh

## 1. Objectives (5 min).

1. Still confusion about Gradle and Maven, we're not sure which to use
2. Use libgdx?

## 2. Reports (15 min) from previous meeting

- Karl
  - Set up a Gradle project
  - Learned about libgdx
  - Worked with the UML use-case diagram
- Luka
  - Wrote the RAD introduction
  - Learned about libgdx
- Mattias
  - Overall work with the RAD
  - Revised Use Cases: added alternative flows, summaries etc
- Agnes
  - Worked with the UML use-case diagram
- Everyone
  - Made a low fidelity prototype for the game/GUI

## 3. Discussion items (35 min)

Meetings are mandatory and everyone should participate. Other than that we need more scheduled work sessions.

## 4. Outcomes and assignments (5 min)

Scheduled work sessions

- 2017-03-28 15:00 -> 17:00. Set up Gradle on everyone's computer
- 2017-03-31 08:00 -> 10:00. Finish UML & Use Cases

We've concluded that we'll use Gradle.

Agnes and Luka: Use cases

Karl and Mattias: UML class diagram

## 5. Wrap up

Unresolved issue: UML diagrams and use cases still need some work.

Next meeting: Wednesday Lunch (12-13)

Next week's meetings: Monday lunch (12-13), Wednesday lunch (12-13)