

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)