

Meeting Agenda

Date: 21/4-15

Time: 13:11

Facilitator: Joel Hultin

Participants: Jenny Orell, Jacob Duvander, Joel Hultin och Jennifer Linder

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

Make a runnable prototyp until thursday. Our most important use-case : move sideways.

Decide how much we will do. Decide if map and level is the same thing or not.

Make all the use-cases.

Fix so that maven works with libGDX.

2. Reports (15 min) from previous meeting

Everyone has completed the workflow.

Git-ignore file is done.

Use-case model for our most common use-case (move-sideways) is done.

Everyone has started to look at libGDX and we have begun to make it work.

3. Discussion items (35 min)

We have discussed how we will make the prototyp. Make a blob move and optionally add a simple move animation.

We are discussing how the terrain will be designed and if we will be able to make the blob move with terrain until thursday.

We discuss if terrain is a resonable goal until thursday. Alternative is to make the terrain first and then make the movement of a character.

4. Outcomes and assignments (5 min)

Fix a LibGDX archetype into GitHub.

Our main objective until thursday is to firstly make a blob move around, and secondly to make a basic terrain.

5. Wrap up

Fix all the use-cases.

Next meeting on friday,24/4-15, 10:00-14.