**Meeting Agenda**Date: 31/3-15  
Time: 14:00  
  
Facilitator: Jenny Orell  
Participants:Jenny Orell, Jacob Duvander, Joel Hultin och Jennifer Linder  
  
1. Objectives (5 min). Resolve any issues preventing the team to   
 continue.  
Make a prototyp (fix a prototype)

Make a prototype of GUI  
Workflow (Maven & GitHub)

Look at graphics t.ex. LibGDX, JavaFX (scenebuilder)

Choose a name for the mother and the game.

Choose the type of sidecharacters (children/mutants)

2. Reports (15 min) from previous meeting  
Use Cases finished (Move Sideways, Jump, Crouch, Attack)  
Looked into helplibrary for the game (example LibGDX)  
Have not yet done anything on the GUI  
Planned two meetings for this week  
Undecided if the characters are humans/animals/creatures etc...

3. Discussion items (35 min)   
We discussed the types of sidecharacters and decided that we don’t have to take that decision now. We want some form of mutants as sidecharacters.

We discussed if we should use libGDX and as of right now that’s our preliminary choice but we will look into other helplibraries also.

Discussed the RAD and what needs to be done on Thursday.

4. Outcomes and assignments (5 min)   
After this meeting: GUI prototype.   
Decide helplibrary

Start with the parts of RAD that has to be done before Thursday (Analysis Model)

Decide gamename (due on Thursday)

5. Wrap up  
Next meeting: Thursday, 2/4 Start: kl 9:00 a.m.