

Meeting Agenda

Date: 2013-03-18

Facilitator: Vidar Eriksson

Participants: Linus Hagvall, Vidar Eriksson, Martin Calleberg, Jonatan Magnusson

1. **Objectives (5 min)**
 - a. Decide what to do as project.
 - b. Book a room for next meeting.
2. **Reports (15 min)**
 - a. None (first meeting)
3. **Discussion items (35 min)**
 - a. What to do for project
 - b. What kind of game, computer or simulated boardgame?
 - c. Do we want a top down view, or a side scroller?
4. **Outcomes and assignments (5 min)**
 - a. We decided that we wanted to do a 2D, top down shooter game.
 - b. We decided that we would start on a sketch of the UML.
5. **Wrap up**
 - a. We decided to start working on the UML for the use cases on Wednesday.
 - b. Next meeting is Thursday (2013-03-21).