

Meeting Agenda

Date: 2013-04-11

Facilitator: Linus Hagvall

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

1. **Objectives (5 min)**
 - a. Decide how to present our project tomorrow.
 - b. Plan how to start coding.
2. **Reports (15 min)**
 - a. We have finished two sequence diagrams, the analysis model and finished the RAD with the exception of some small details.
3. **Discussion items (35 min)**
 - a. Prepare for the seminar tomorrow.
 - b. Plan how we start the coding.
4. **Outcomes and assignments (5 min)**
 - a. The seminar tomorrow is prepared, Jonatan and Vidar will talk about the RAD and Martin and Linus will talk about the UML.
 - b. We will focus on the model of our game to begin with.
 - c. We will start with the following classes: Operation5AModel, World, Character and Player, so that the move use case will work.
5. **Wrap up**
 - a. Next meeting will be next monday.