Meeting Agenda

Date: 7/5-15, 13:37
Facilitator: Alexander Karlsson
Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. **Reports from previous meeting.**

   We have released our first two versions with two done use cases. Karlsson have worked on creating dialogs from file, and various bugfix and tests. Goretskyy has worked on the reading of files, bugfixes, testing and refactoring. Håkansson has connected the various parts of the model to the view, so the map and player is now drawn. Hoogendijk has done the item view and and some work in the NPC factory. Karlsson and Hoogendijk has made a specification document for the format of the files that represents NPCs and dialogs.

2. **Discussion items**
   a. Use cases
   b. Naming conventions for views
   c. Music and sounds in the game
   d. RAD & SDD
   e. Minigames

3. **Outcomes and assignments**
   a. The following use cases will be added to the RAD
      i. Move Character - done - Already in RAD
      ii. Pick up beverage - done - Already in RAD
      iii. Collision detection (includes Move Character) - done
      iv. Dialog with NPC - Already in RAD
      v. Interact with NPC (get items) includes dialog
      vi. See inventory
      vii. Win Game
      viii. View statistics
      ix. Use Item in inventory
      x. Play cortege
      xi. Play Øhlhäfv
   b. We decided to rename the classes in the view package that are used as renderers for specific objects, now only the top level view for each screen will have the name

"View" and renderers used by these classes will be called "Renderer". For example the ItemView class will be renamed ItemRenderer.

c. We have decided to use 8-bit versions of classic internet songs as background music. We will record our own soundeffects for smaller things such as drinking beer.

d. This week we will primarily work on administrative documents. The RAD will be updated, the SDD will be created and we will begin on the project report.

e. We will try to finish two minigames before the project deadline. A cortege game and an Øhlhäfv game.

Goretskyy and Karlsson will research how the structure of the minigames should be. Hoogendijk will work on dialogs with NPCs. Håkansson will work on music and soundeffects, also collision detection with NPCs

4. **Wrap up**

Until the next meeting we will work on the assigned tasks and worked mainly on administrative documents. The next meeting will be held on Monday 11/5-15 in the Gothenburg area.