

Meeting Agenda

Date: 2/4-15, 16:00

Facilitator: Alexander Håkansson

Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. Reports from previous meeting.

We finished the preliminary RAD together and made some minor updates to the use cases. We created two sequence maps for the two use cases "Move player" and "Pick up beverage". We have started working on a detailed UML-diagram to aid us in the development and objective delegation.

2. Discussion items

- a. Game architecture
- b. Implementation (Model vs. Model & View)
- c. Focus of work
- d. Tool for UML and general diagram creation
- e. Work distribution

3. Outcomes and assignments

- a. We are going to develop the game so it is as modular as possible. All of our design is based on modularity. We created sequence maps for every use case to make dependencies and flow clear - also to make sure we all share the same picture of the implementation.
- b. We have decided to first implement the model before we create the view (implement libGDX). We don't think this will bring any complications to the project.
- c. We want to make the game testable and theoretically runnable from the command line before we start thinking about the graphics.
- d. We have been using LucidChart but we are considering different options since there is a limitation in LucidChart for free accounts. However, we have not come to a clear conclusion on which tool to use.
- e. We are going to continue to use Trello to more specifically structure and distribute the work, but this generally applies:
 - i. Håkansson: Focus on the map
 - ii. Karlsson & Goretskyy: Character classes, inventory, and other minor interfaces
 - iii. Hoogendijk: Focus on the items

4. Wrap up

We are going to work on the game model and finish the assigned tasks until the next meeting. Collectively lookup possible replacements for LucidChart. Next meeting will be held on Tuesday the 24th of April 2015 inside Maskinhuset.