

Meeting Agenda

Date: 22/03-2017

Chair: Alex Nitsche

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

1. Objectives (5 min).

- User cases is the next top priority to do. Project has been decided (Pong+Breakout, with upgrades and additional features)

2. Reports (15 min) from previous meeting

- First meeting, no previous reports.

3. Discussion items (35 min)

- Hit detection, and bouncing
- Design choices, (bricks)
- User cases, MoveBall , MovePad, Collision, HitBrick
- Name of Game

4. Outcomes and assignments (5 min)

- Add use cases, added "Player" to word book
- Ken is tasked to create use-case MovePad and HitBrick (due to similarity)
- Adam is tasked to create use-case MoveBall
- Alex is tasked to create use-case Collision
- Everyone is tasked to come up with name suggestions (low-priority)

5. Wrap up

- No unresolved issues since this is the first meeting
- Monday 27/03-2017, EDIT