Meeting Agenda

Date: 24/03-2017

Chair: Adam Grandén

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

1. Objectives (5 min).

- We need to discuss UC
- We need to discuss UC-UML
- We need to discuss RAD
- We need to discuss Domain-UML
- We need to discuss general design of game
- We need to discuss name of the game

2. Reports (15 min) from previous meeting

-The feedback from supervisor, that we need to make some changes to the design.
where the following topics had to be discussed, this meeting is held as a direct consequence
to the feedback from the supervisor.

3. Discussion items (35 min)

- Design of Game. The Change from general Pong to a more spherical game
- Domain-UML, the game has an UML from adam ,could possible be changed to finished
state.
- UC how the UC should be built up.
- UC UML on how the UC depend on each other. On how design Choices on the power up,
also the
- Rad need to be discussed.
- Name proposition need to be discussed.

4. Outcomes and assignments (5 min)

- Adam UML is accepted for now might Change in the future.
- The design of the game was changed into a more Circle Form.
- UC was discussed in the group, on the structure.
- Name For Game "Roung Out" subtitle "we just roung with it.."
- All make changes from UC ,last meeting
- Alex main for Rad, Adam assisting
- Rework UC from last week
- Ken changes UC
- Adam UC-UML , Alex assisting
- Adam Fix .gitignore file

5. Wrap up

- Name is Resolved,Domain is resolved, UC structure is resolved.
- Until Sunday everything should be done
- Next meeting wednesday 29/03