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