# Meeting Agenda

Date: 2017-03-29
Chair: Olle Persson
Secretary: Jesper Persson
Participants: Klas Ludvigsson, Jesper Persson, Olle Persson, Jacob Torrång

## 1. Objectives

- Discuss new version of RAD after the suggestions from Sebastian
- Discuss game mechanics
- Define tasks
- Discuss development environment
- Design programming tasks

## 2. Reports

We did the RAD together and got feedback from Sebastian. In the RAD we have defined the game mechanics quite roughly. Jesper booked group rooms for 4 sessions for next 2 weeks.

## 3. Discussion Items

 We should divide the use cases into more cases where necessary. Get more specific about equipment items. Have one or more equipped items?
We discussed game mechanics. For example we discusses patterns to move and will update the RAD accordingly. Alignment for the NPCs, whether they are hostile or not.
We will use IntelliJ for development environment.

## 4. Outcomes and assignments

Discuss the prototype next meeting.
Finish the RAD together for next meeting.
Design programming tasks next meeting because we need to divide the tasks into different parts to be able to distribute the work and get modularity etc.

## 5. Wrap up

Define and delegate programming tasks.
Next meeting: tomorrow (2017-03-30) in 3506-E.