

Meeting Agenda

Date: 2017-03-21

Chair: Jacob Torrång

Secretary: Olle Persson

Participants: Klas Ludvigsson, Jesper Persson, Olle Persson, Jacob Torrång

1. Objectives

Decide on a idea for the project.

2. Reports

Nothing to report, since it's the start of the project.

3. Discussion Items

We discussed what kind of idea we wanted to base our project off of. First we wanted to make an application and not a game, so this meeting was held to discuss different project ideas. After a project was decided, a basic structure for the project was decided upon.

4. Outcomes and assignments

After a lot of deliberation we finally concluded that we were gonna make a dungeon crawler like game. We also formed a rough concept of the contents of the game. We decided that everyone would create a mockup to make sure everyone's idea of what we discussed was aligned.

5. Wrap up

After the meeting we have something to work towards. At the next meeting we are going to discuss the RAD and a bit och the technicalities of the project.

Next meeting: 2017-03-23