

Group meeting for Group 15, Panic on TDAncefloor

Date: 2017-04-05

Chair: Magnus Wamby

Participants: Gustav Lahti, Magnus Wamby, Rikard Teodorsson, Farzad Besharati

1. Objectives (5 min). Resolve any issues preventing the team to continue.

- Start work on report outline, to be done by friday.
- Further work on prototype, to be done by thursday.
- Determine the purpose ("syfte") for the report.

2. Reports (15 min) from previous meeting

- Some work towards prototype has been done, but it is not yet finished. However, progress seems to be good and it is on track for the deadline.

3. Discussion items (35 min)

1. Purpose

- a. Project flow, i.e. the methods we used to progress the project. Including Use Case design to interface to implementation etc. and also the way we handled goals and objectives.
- b. Design of the item system in the game, mainly the implementation model.
- c. Design for multiple platforms and the challenges that come with it.

4. Outcomes and assignments (5 min)

- Purpose has been determined as all three options a, b and c.
- Farzad will start work on report
- The rest will assist and do work on prototype

5. Wrap up

- Next meeting will be done some time between 13/4 to 21/4.

