Meeting Agenda

Date: 26/3-15
Facilitator: Emma Fahlén
Participants: Linnea Svensson, Renée Gyllensvaan, Olof Düsterdieck, Emma Fahlén

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

No issues preventing a work flow at the moment.

2. Reports (15 min) from previous meeting

Everybody checked slick2D out. We have made a first version of the model analysis. We all wrote on the RAD, the first version is done. Olof made the use cases. Linnea translated the last meeting agenda (meeting 2) and made a new document on google drive where we can collect all our ideas for the game.

3. Discussion items (35 min)

Its time for us to start creating classes and implement them. We are going to use the priority list of the use cases written in the RAD-document when staring to implement.

We made a note of that we need a title of the game.

We also talked about the easter holiday and the amount of work we are going to do during those two weeks. Read more about this under ”Outcomes and assignments”. It was decided that when we work on different locations from each other and push it up on git, we are going to notify the group on google drive as well.

We talked about ways of solving illumination obstacles and was inspired by some examples. We also discussed some game mechanics, and using bitmap vs block.

4. Outcomes and assignments (5 min)

We decided not to assign assignments to individuals in the group during the easter holidays, the group will have a shared responsibility to get everything done before deadline.

We decided to meet to get an update from the rest of the group in the middle of the holidays.

To do before ***monday 20/4:***
- Create classes
- Get slick2D to work
- Sketch levels in detail and think about ”puzzles”
- Start to implement the classes
- Go through lecture slides
- Think about and *wright down* ideas and problems. Keep the document of ideas alive. Look at it often.

5. Wrap up

Next meeting will take place monday 20/4.