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.

The group did not have a structured plan of how to start working with the project, therefore, a todo-list were made:

- Use Cases
- Gitignore
- Study technical terms
- Game engine
- Make a personal roadmap for the group
- Start thinking about code skeleton and classes
- Plot
- Reach a mutual decision regarding design and and mekanism
- Do a RAD
- Book dates for upcoming meetings

2. Reports (15 min) from previous meeting

We have not had a formal meeting yet, this is the first one. Although, we have had a few informal meetings where we discussed ideas and general thoughts about the project. We have been working quite a lot since then.

3. Discussion items (35 min)

We went through the todo-list:

- Use Cases
We have done many of them, but we still have a few more to work on together.

- Gitignore
We needed to fix the gitignore-file, but that is done now.

‒ Technical terms for the project
Make a list of technical terms that will be updated
continuously.

‒ Game engine
Do a research of what game engine will be the best for our
project.

‒ Make a roadmap
Make out own roadmap, using the existing one as base. We need
a overlock over the project and a clear plan.

‒ Code skeleton and classes
Hard to start working with at this early time, but good to
have in mind. Important to remember that we are going to use
MVC.

‒ Plot
Important to decide soon. This is a priority! Brainstorm.
Music/sounds?

‒ Reach a mutual decision regarding design and and mekanism
Important to decide soon. This is a priority! Brainstorm.
Music/sounds?

‒ RAD
Deadline next meeting with the project supervisor.

4. Outcomes and assignments (5 min)

We want a clear plot, design basics and game mechanism as
soon as possible. This is important so that we have a base
when we start implementing. That is why we made this a
priority when we delegated tasks to the group members. RAD is
also a priority because of the deadline is thursday 2/4.

Olof:
‒ Use cases (+UML for use cases), *deadline monday 30/3*
‒ Sketches of the design (different levels and so on),
  deadline monday 30/3

<u>Linnea:</u>
- Think about the plot and the design. Wright 2 pages full of ideas. *Deadline monday 30/3*
- Read about RAD and wright on it. *Deadline thursday 2/4*
- Sketches of the design (different levels and so on), *deadline monday 30/3*

<u>Emma:</u>
- Think about the plot and the design. Wright 2 pages full of ideas. *Deadline monday 30/3*
- Read about RAD and wright on it. *Deadline thursday 2/4*
- Sketches of the design (different levels and so on), *deadline monday 30/3*
- Translate this protokoll. *Deadline monday 30/3*

<u>Renée:</u>
- Sketches of the design (different levels and so on), *deadline monday 30/3*
- Research game engines. *Deadline monday 30/3*

5. Wrap up

Each monday meeting we will book rooms for our meetings for the rest of the week. We will have a brainstorming session about the plot immediately.

Next meeting:
- Roadmap
- Code skeleton and classes

Next meeting will be held monday 30/3.