

Meeting Agenda

Date: 30/3 - 2015

Facilitator: Linnea Svensson

Participants: Linnea Svensson, Emma Fahlén, Olof Düsterdieck, Renée Gyllensvaan.

1. Objectives (5 min).

*We have some technical issues with Git (again) which we have to solve.

*We need to start thinking about code structure.

2. Reports (15 min) from previous meeting

1. Renée: Researched game engines to see which one is preferable in our case.

2. Olof: Did Use Cases, but not the overview diagram. Want some feedback from rest of the group.

3. Emma: Wrote down a page full of gaming ideas, plot etc. sketched two designs, so that the group, visually, will have similar ideas of how the game is going to look. She also translated the meeting agenda from last meeting.

4. Linnea: Wrote two pages of plot and gaming ideas. Did not sketch.

3. Discussion items (35 min)

Discussed plot and other gaming ideas.

Plot – basically our character wakes up, without knowing where they are and have to go home or just leave this scary unknown place.

*Alternative light sources

*Things change their form in the dark, scary

*Alternative views, some "levels" are just one view, caves, rooms etc. Outside is side scroller.

*Decoys, items that can be picked up but are not usable.

Decided on some other game mechanics and controls.

*Game Engines

– There are 5 possible ones. Slick2D seemed best when we weighed pros and cons.

4. Outcomes and assignments (5 min)

We decided enough of the plot and general ideas of how the

game will look and be played so now we have a firm foundation and can start the coding. Also decided that our game engine will be Slick2D.

All: Check out use cases and comment if needed. Check out Slick2D, documentation etc. Rough sketch/basic planning of analysis model with the basis in our use cases before wednesday when we are going to produce a cohesive version.

Emma: Continue with the RAD, write some sections (before friday).

Renée: Think about code structure.

Olof: PRIORITY: Finish Use Cases with overview.

Linnea: Also continue with RAD. Translate second meeting agenda and post it.

5. Wrap up

The meeting ended quite abruptly because we had a lecture to attend, but we managed to discuss everything that needed to be discussed. We will sit together on wednesday to do the analysis and fix all technical difficulties.

Next meeting thursday 2/4 08.00 in room 3215