

Meeting Agenda

Date: 2014-03-27

Facilitator: Pontus Eriksson

Participants: Hampus Dahlin, Björn Hedström, Pontus Eriksson

1. Objectives (10 min)

- Finish the analysis model, plan for short-time-work.

2. Reports

- Started with UML and analysis model.
- Created MakeSound-class.
- Minor start-up in code.
- Finished preliminary RAD.
- New functionality and iterations for Music-package.

3. Discussion items (35 min)

- There are algorithms for beat-tracking which will be used in BTTB.
- Analysis must be focused until the whole concept is clear.

4. Outcomes and assignments (5 min)

- Hampus: Continue writing on the music-package. Implement pause, changing songs etc.
- Pontus: Look into beat-tracking and how we can use it optimally.
- Björn: Write the essential use-cases: HitButton, Finish level, Start next level, Load game.

5. Wrap up

- Next meeting 10:00 - 11:00, monday 2014-03-31