Meeting Agenda

Date: 2014­03­27

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 2014­03­31