

# Meeting Agenda

**Location** Room 3504  
**Date** 2012-03-14  
**Time** 10:30-14.00  
**Facilitator** Johan Brook  
**Participants** Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

**1. Objectives (5 min)**

Make a draft on sections 1 and 2 in the RAD.

**2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).**

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**3. Reports (15 min)**

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**4. From previous meetings, solved issues, e. t. c. , see 4**

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**5. Discussion items (35 min)**

- a. *RAD, section 1 and 2. Objectives, overall description of the application.*
- b. *Overall gameplay, abstract game, steering, collision logic. (very brief)*

**6. Outcomes and assignments (5 min)**

- a. Finished draft of sections 1 and 2 in the RAD.
- b. Conceptual art for game character created.

**7. Wrap up**

- a. Next meeting: Thursday ~10.00.
- b. Goals for next meeting:
  - i. Maybe revise Use Cases (depending on feedback from mentor)
  - ii. Begin and perhaps finish fleshing out the Domain Model.
  - iii. Begin with section 2.3 in the RAD.