Meeting protocol

Date: 2014-03-17

Facilitator: Oskar Jönefors

Participants: Eric Bjuhr, Oskar Jönefors, Emilia Nilsson, Joel Tegman

Objectives (5 min):

- Come up with a project idea for everyone to pursue.

Reports (15 min):

- First meeting, so none.

Discussion items (35 min)

- What do to?

Outcomes and assigments (5 min)

- It's decided that we will create a 2D platformer game with 2 characters and some sort of puzzle mechanism utilizing tiles/square blocks.
- The group should:
  - Think about how the game model should be implemented (UML, frameworks, etc.)
  - Configure and set up Git and Eclipse.
  - Think about possible characters and storylines.

Wrap up

- Much is left to solve, for example what other features we should have in the game, etc. Right now we only want to start with the basics.
- Next meeting on Friday 2014-03-21 10:00