

Meeting protocol

Date: 2014-03-24

Facilitator: Oskar Jönefors

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

Objectives

- Create a rough overview of how the game will be implemented using the libGDX framework.
- Finish the use cases.
- Finish the analysis model.

Reports

- The use cases are almost done.
- Joel has made progress on the RAD.
- We will use *stages* to describe the different stages in the game.
- The player will not be able to drag blocks so she'll end up standing in the air.
- The main menu will not have a *New game* or *Continue* entry.

Discussion items

- How will the game be demoed on the supervised meeting next thursday?
- How will the game be implemented using the libGDX framework?

Outcomes and assignments

- Next thursday the group will demo a rough application with the following priority:
 - Movable character.
 - Rudimentary collision detection.
 - Blocks that can be climbed.
 - Blocks that can be pushed.
 - Blocks that can be moved.
 - Switchable characters.
- Group should
 - Finish the analysis model before thursday.
 - Finish an initial UML with libGDX implementation models.
 - Finish writing the use cases.
 - Watch some basics LibGdx from:
<https://www.youtube.com/user/dermetfan>

Wrap up

- Next meeting Friday 13:00