

# Meeting Agenda

Date: 2015-03-30

Facilitator: Johan Iversen

Participants: Johan Carlshede, Johan Iversen, Oskar Willman, Johannes Hildén

## 1. Objectives

- UML and use cases somewhat confusing. When to use 'extends' and 'includes'?
- Divide work on the RAD
- Assign someone on more use cases/UML diagram.

## 2. Reports

- Johan Iversen - Made a couple of use cases, did some work on the UML diagram
- Johan Carlshede - Created a few Use Cases.
- Oskar Willman - Created a few Use Cases.
- Johannes Hildén - Worked on RAD

## 3. Discussion items

- More discussion on the game's graphics style.
- Sound
- Use cases and UML, when to use includes and extends.
- Libraries etc.
- Game controls

## 4. Outcomes and assignments

- The old decision with low resolution graphics holds. Long thin characters.
- The game will have sound. Sampled sound effects or generated 8-bit sound.
- Look up information or ask about UML details.
- Will use LibGDX as library.
- The game will be controlled with the keyboard or a gamepad. No mouse control.
  
- Aim to finish the RAD this week.
  
- Johan Carlshede - Will write more use cases and work on the RAD.
- Oskar Willman - Will write more use cases and work on the RAD.
- Johan Iversen - Will write more use cases and work on the RAD.
- Johannes Hildén - Will write more use cases and work on the RAD.

## 5. Wrap up

- Next meeting, thursday 2/4 10:00