

Meeting Agenda

Date: 2015-03-27

Facilitator: Johannes Hildén

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

1. Objectives

- Assign tasks to group members.
- Continued discussion about the look and feel of the game.
- Continued discussion about the game mechanics.

2. Reports

-

3. Discussion items (35 min)

- Graphics style?
- In-game environments
- Map design/progression/generation

- Tasks

4. Outcomes and assignments

- Tall and thin character sprites.
- The game will take place in and possibly around a castle.
- Minimalistic graphics.
- The map is made up of a grid filled with interconnected rooms.

- Johan Carlshede - will write more use cases.
- Oskar Willman - will write more use cases.
- Johan Iversen - write more use cases and work on the use case UML.
- Johannes Hildén - extend the RAD.

5. Wrap up

- Next meeting, monday 30/3 09:00