

# Meeting Agenda

Date: 2015-04-07

Facilitator: Oskar Willman

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

## 1. Objectives

- Working process discussion
- Game discussion

## 2. Reports

- Johan Carlshede - Finished the LibGDX tutorial
- Johan Iversen - Read the LibGDX tutorial, did some examples.
- Johannes Hildén - Finished the LibGDX tutorial
- Oskar Willman - Skimmed through the LibGDX tutorial

## 3. Discussion items

- Schedule
- **Game mechanics**
  - How will new items be unlocked?
  - What kind of equipment will be in the game, and will there be a limit to what can be equipped?

## 4. Outcomes and assignments

- The group will focus on exams and meet again next week to continue working on the project
- **Game mechanics**
  - New items will be unlocked when the player beats a boss. The items will be added to the pool of weapons the player can find in chests.
  - We're trying to avoid an inventory system. There will be an overview for the character's stats where the player can upgrade the characters attributes.
  - The hero will have two slots for rings, and a ring is permanently equipped unless the player cuts off his finger at an appropriate vendor.

## 5. Wrap up

- Next meeting, Tuesday 14/4 12.00