

# Meeting Agenda

Location: 6207

Date: 2011-03-29

Time: 13:37 - 15:00

Facilitator: *Karl Bristav*

Participants: Karl Bristav, Viktor Åkerskog, Gustav Olsson

1. Objectives
  - a. Reach a conclusion about the Renderer and its structure
  - b. Construct use cases
2. Resolve any issues preventing the team to continue
  - a. Bringing Viktor up to date with the goals and details of the project
3. Reports
  - a. The participants of the meeting have investigated the possibilities of using a OpenGL library for rendering the graphics of the game. The general consensus was that LWJGL was the best option, as opposed to JOGL.
  - b. We have finished the first iteration of the basic class structure design.
4. From previous meetings, solved issues, e. t. c.
  - a. No issues
5. Discussion items
  - a. We will design the renderer together.
  - b. The keyboard and mouse classes are to be constructed separately, by individual members.
6. Outcomes and assignments
  - a. We all should write 2 Use cases each, due next supervised meeting on thursday 31/3 2011. (this will be coordinated through skype, amongst the participating members)
  - b. We all will work together on the renderer on wednesday.
7. Wrap up
  - a. No issues unsolved
  - b. As for the private island, Erik is away on a reconnaissance mission to the Grenadines to find a suitable island (one that has at least 1.2 km of beach coastline, for our boat-plane). The dress code issue from the last meeting has been solved; it is now decided that all members of the group have to wear a red cap every saturday between 12:00 and 12:30, speedos are optional. Gustav was

going to buy an espresso machine (see first meeting), but ended up spending all the money (and some more) on a sailboat instead.