

Meeting Agenda

Location: Computer lab at EDIT-huset (6th floor)

Date: 2011-03-22

Time: 13:30 - 18:00

Facilitator: none

Participants: Erik Sikander, Karl Bristav, Gustav Olsson

1. Objectives
 - Discussing ideas for the project and deciding which one to use.
2. Resolve any issues preventing the team to continue
 - a. No issues yet; We stand by until the supervised meeting on the 24/3.
3. Reports
 - a. First meeting, nothing to report.
4. From previous meetings, solved issues, e.t.c.
 - a. First meeting, nothing to report.
5. Discussion items
 - a. Game ideas
 - i. Top-down shooter
 - ii. Real-time strategy
 - b. Outlining the details of the game (Top-down dodgeball game idea chosen)
6. Outcomes and assignments
 - a. Decided on the idea Gentlemen Dodgeball, a team-based multiplayer capture the flag dodgeball game.
 - b. We will outline the game idea in detail in the RAD.
 - c. We will begin to outline the software structure of the project.
7. Wrap up
 - a. We await the supervised meeting on the 24/3 before starting any coding.
 - b. Next meeting will include discussions on dress code within our group as well as if we should order an espresso machine. Also, we are to place our first bid on a private island in the caribbean for teambuilding purposes.