Date: 2017-03-27
Chair: Ludvig Andersson
Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

Meeting agenda

Group 10, Parallax

1. Objectives

- We need to decide if we should use JMonkeyEngine or Libgdx
- We need to discuss what needs to be in the mind map we started in the first tutor meeting
- We need to find out what should be in the use cases
- We need to learn how to use the workspace/engine for cardboard implementation

2. Reports from previous meeting

We have worked on creating "Use Cases" for each action that is made in the game. Everything is not yet finished and ideas for more "Use Cases" has emerged during the creation phase.

Markus has created a Use case for:
- Start menu
- Pause menu
- App starts

Rasmus has created a Use case for:
- Move
- Pick up powerup
- Shoot

Anthony has created a Use case for:
- Death
- Head tracking
- Ship crashed

Date: 2017-03-27
Chair: Ludvig Andersson
Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

3. Discussion items

How are we going to decide between MonkeyEngine and Libgdx?
- We need to discuss pros and cons for both and then decide based on our discussion.

How do we find out what needs to be in the Mind map?
- The most efficient way to come up with points is to write up the map on a whiteboard and then spitball ideas.

How do we find out what use-cases we need?
- We need to go through the already existing "Use Cases" together, and then try and find out if something is missing

How do we come up with how the engine to cardboard function works?
- We should try and create something on our own time until the next meeting, and then discuss the results together. We can during this meeting teach each other what we have learned.

4. Outcomes and assignments

We decided to go with Libgdx because it is:
Easier to implement for android devices
JMonkeyEngine have flaws in some of its functions
Libgdx seems to be used more and therefore have more information how to use it
Libgdx seems to current whilst JMonkeyEngine has lacked information since 2013
We have access to already working code and help from a group last year.

We decided to mail our tutor because we were still unsure what we should put in the mind map, we postponed this task until next meeting. The answer was as following:
https://docs.google.com/document/d/1-VqvK7Cxa1sMc0NoixIIvZqFZp0pAiSDH5e3Mhuk7qA/
edit?usp=sharing

We decided on a list of use-cases after the creation of a case diagram.

5. Wrap up

Finish: "use cases" and mindmap. Work on RAD and the cardboard function in libgdx. We should also work on the SDD until next meeting.

Next meeting is wednesday 2017-03-29 08:00 to 09:45.