Meeting Agenda

Date: 2016-03-24
Facilitator: Lisa Karlsson
Participants: Sabrina Samuelsson, Lisa Karlsson, Simon Moos, Hannes von Essen

1. Objectives (5 min)
Resolve any issues preventing the team to continue.

Make sure everyone knows what software is needed for the project and how to get it.

How will we meet/have contact the two coming weeks?

Language (branches, classes, methods, commit messages, etc.)

2. Reports (-)
from previous meeting

Första mötet, inget att rapportera.
This is the first meeting. Nothing to report.

3. Discussion items (35 min)

Android SDK is needed.
When starting up, import the project as a Gradle-project.

Hannes and Lisa won't be i Gothenburg, communication will therefore occur over the internet.
Define some tasks to be done over this period of time:
    Read and learn about Virtual Reality, Libgdx and other things relevant to the project.

    Read about and try to create a Domain Model.

    Preliminary, what to do when then Domain Model is done:
        Implement thsngs with high Use Case Priority (to be decided more when we've made the Domain Model)

Language:
    Write everything in english.
    Branches should be descriptive (Feature Branches)
    Write commit messages in imperative mood (Follow Git standard)
    Class-, method- and variable names are to be worldly and decriptive

4. Outcomes and assignments (5 min)

Lisa will translate and put the agenda at GitHub.

Everybody looks at the Domain Model. Lisa will make sure there is a document to work on

5. Wrap up

Unanswered questions and/or to be talked about in the next meeting:

What do we do when we start implementing?

How will the player control the game, how will they move about, and what will happen when the player does something outside of "the usual"?

How will one unfold the parachute? (By pressing the screen, or by having the whole Free-fall leaning over and unfold by sitting up??)

Next meeting: Cyberspace (Skype)
Wednesday 30/3, 13.00 (with reservation for changes in time)