Meeting Agenda

Date: 2016-03-30
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.

Is the setup done?

2. Reports (15 min)
from previous meeting

Domain model
UML
Implementation

3. Discussion items (35 min)

The setup is mostly done, check in again next time.

Domain Model should be more conceptual than the one we've been working on so far, which is more like a class diagram (this will be useful for us later so save it). There is a clickable link at the course page about making a Domain Model, look this and use the base of what weäve already done to make a proper Domain Model.

Should wind sound, reflexion of the sun and details like these be in the Domain Model? (Ask someone who knows after the easter break)

We've decided to meet up before we start the implementation to make sure everyone is on the same page.
We feel Strategy might be a good design pattern for the different FallStates. To keep track of what'll happen when looking around in the different phases of the game.

4. Outcomes and assignments (5 min)

Everybody works with the Domain Model.
Since the UML-software doesn't support comments use textfields with different colour text to write comments.

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: Monday 11/4, at Chalmers