

Möte 1

Date: 2013-21-03

Facilitator: Andreas

Participants: Johan Gerdin, Andreas Wahlström, Linnéa Andersson, Erik Arnebäck

1. Objectives:

Specify the domain as well as "user case" , model. RAD. Andengine

2. Reports:

NA

3. Discussion items:

Domain: the "world" the game exists in.

We need to quickly specify all the objects in the game .

Model: the model is like a UML over the domain.

Connect all objects in the domain. Not too much about "extends" and such.

User case: actions that could happen in the game e.g movement, power ups.

Needs 10-15, 1 needs to work before first iterations is over(week 3)

Highest priority is movement, so it should be the first one finished.

4. Outcomes and assignments:

Decided that we should specify the domain to Sunday,
everyone creates a list before that.

Learn about Andengine.

5. Wrap up

Next meeting on Sunday 24/3 -13