Möte 1

Date: 2013-21-03

Facilitator: Andreas

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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 to much about "extends" and such.

    User case: actions that could happen in the game e.g movment, power upps.

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

    Higest 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