Meeting Agenda

Location: At home (over Skype)

Date: 16 March 2012

Time: 16:53

Facilitator: Johannes Ulén

Participants: Daniel Jonsson, Johannes Ulén, Johan Grönvall

Objectives

Discuss whether we need to do some work over the weekend.
Discuss what we need to do during the next week and when.

o Discuss Victor Rådmark's continued absence.

Reports

Since the last meeting we've been working on the domain design with which we're almost done and we've added a few things to the RAD, like the functional requirements list. We've had our first meeting with our supervisor, which went well (not counting Victor Rådmark's absence). We've also written a few use cases.

Discussion items

- We have to review the use cases we've written as some might not be entirely relevant any longer due to the fact that we've put "high" as priority for every single use case and that we haven't made use of "implements" and "extends".
- We might have to write more use cases.
- We have to finish the functionality requirements list.
- We have things to add to the RAD section "Scope of application", like the fact that we intend to let the user save his progress and later continue with the same character.
- We have to update our UML version of the domain design.
- We should perhaps come up with some ideas for the game, like graphics, music, etc.
- We have to commit a few files to the github repository, like the meeting agendas, the uses cases and the UML representation of the domain design.

Outcomes and assignments

- We now know what we have to do during the weekend and the next week.
- Assignments:
 - Johannes: scope of application
 - Daniel: functional requirements list, update UML version of the domain design, update github repository
 - Johan: add new use cases
 - Everyone: priority of use cases, help Johan with the use cases as there are a lot of them, come up with ideas for graphics and music etc.

Wrap up

- Unsolved: Where in the world is Victor Rådmark?!
- We'll have our next meeting at Tuesday (20/3), after the seminar perhaps.