

Meeting Agenda

Date: 2013-03-20

Facilitator: Sebastia Bellevik

Participants: Sebastian Bellevik, Adam Jilsén, Rasmus Lorentzon, Tomas Hasselquist

1. On this first meeting, we decided what our project should be. We came up with the idea to make something similar to the mod Warlocks for WC3.
2. This is the first meeting.
3. **Discussion items**
 - (a) How do we handle graphics?
 - (b) Should the game be played over network (locally or online) or on a single computer.
 - (c) How should the game be controlled. Mouse only or a combination of keyboard and mouse.
 - (d) Which classes do we need?
4. **Outcomes and assignments**
 - (a) We decided to use Slick to handle graphics. Mainly because we will be able to render graphics much more efficiently.
 - (b) Our main goal is to be able to play the game online with a main server. If we can't get that to work we will create AI-controlled opponents instead.
 - (c) We decided to use a combination of keyboard and mouse for controlling the game. Mouse is used for movement and casting spells, while the keyboard is used for selecting spells.
 - (d) Most of the classes needed for the game were discussed and many of the methods and variables needed.
5. **Wrap up**
 - (a) No problems unsolved.

(b) Who should do what and how?