

## ***Meeting Agenda***

**Date:** 14/4

**Facilitator:** Andrea

**Secretary:** Lisa

**Participants:** Maija, Rebecca, Lisa, Andrea

### **1. Objectives**

We need to get feedback on our domain model, prepare for the presentation on Monday, finish the UML so that we can start implementing the game.

### **2. Reports**

As a group we have finished the RAD, finished our use cases, and made a first draft of the domain model and UML. We have also continued to experiment with tiled map and sprites.

### **3. Discussion items**

- Items and Characters - It's hard to make it exactly as reality.
- What use cases should we implement first.
  - Move should be the first
- We need a prototype world just for initial implementation.
  - Should start with simple terrain and then build more dense terrain.
  - Should start with simple individuals - and then build up to characters with specific content.

### **4. Outcomes and assignments**

- Everyone: Prepare presentation, finish if any corrections to domain model. Continued work on the UML to establish individual work. Also soft start to implement individually until Monday.
- Andrea: How to load a tile map and create/interpret the different functionalities dependent on density and object.
- Lisa: Create the main player and the corresponding movement pattern.
- Maija: Build a prototype world.
- Rebecca: Initial build of the controller (specifically keyboard-listener).

### **5. Wrap up**

Communication is key! And we'll discuss our thoughts and issues about our individual missions. Next meeting will be on Monday the 18/4 at 12.00.