Guidance Protocol

Group 38

**Date: 17/03-15**

**Attending group members:**

* Lisen Schakonat
* Malin Larsson
* Joakim Levin
* Alexander Hedvall

**Notary:** Malin Larsson

**Subjects discussed on the meeting:**

* **Implement Facebook.**  
  No decisions have yet been made whether we should implement Facebook to the game. First of all we want to make a working game. If there is enough time we will try to implement Facebook. It would be cool!
* **Option to play on full screen and responsive design.**

We will make the webpage responsive, but the game we don't know if we have enough time for to make responsive.

* **Database for the website**

If we decide on using Facebook for the game then we will have to use a database. We think we have to decide that after the database course has started when we have more knowledge in the subject.

We may need a database to save the highscores.

* **How to write the project plan.**

We need to divide the project into smaller activities and then create milestones. Milestones = Important!!

* **We don't understand basecamp ☹**

So far it looks like we are in phase with our original project plan. (Hopefully)

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