

Meeting Agenda

Date: 2013-03-30

Facilitator: Jesper Olsson, Anton Strandman

Participants: Fredrik Bengtsson, Jesper Olsson, Anton Strandman, Ulrika Uddeborg

Objectives:

§1 Decide which personas to use while creating the final primary and secondary persona for the project.

§2 Decide how to structure the game (analysis model, UML)

§3 Decide priorities until next meeting.

Reports:

1. Preliminary RAD

- First version saved as PDF in repository.
- Analysis model and UML needs to be added to the next version of the RAD.
- Need to review our Use cases for next version. We have uses cases that do not start with a user action.
 - This includes the Use case appendix.

2. Personas

- a. Fredrik's persona
- b. Jesper's persona
- c. Anton's persona
- d. Ulrika's persona

- Everyone has created their own persona and read the other's personas.

3. Maven/JMonkeyEngine issue

- Anton has made some further research on Maven JMonkey.
 - Issues has been discussed with the teacher, awaiting response.
4. JME3 book
- “Good shizzle.” - Fredrik: 2015-03-30
5. JME3 tutorials
- Jesper, Fredrik and Ulrika has done some tutorials.

Discussion items:

- Discuss which personas to use
 - An outline for our new primary and secondary persona have been created with the ideas from our individual personas:

	Primary persona	Secondary persona
Gender	Female	Male
Age	17-19	26-30
Name		
Personality	Humor	Story
	Story	Experience
	Experience	Humor
	Gamer	Gamer light
	Expressionist	Winner

- Discuss structure
 - Examine use cases etc in group to get a structure after meeting

Outcomes and assignments:

- Update RAD - Will be done in group.
 - Revisit use cases - Will be done in group.
 - Analysis model and UML - Will be done in group.
- Create Personas - Will be done in group.
- Setup project - Awaiting response from teacher.
- Continue with tutorials and the book - Everyone individually.

- Create paper prototype - Will be done in group.

Wrap up:

Next meeting: Thursday 2015-04-02 afternoon