

# Meeting Agenda

**Date:** 2015-04-06

**Facilitator:** Anton Strandman, Fredrik Bengtsson

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

## **Objectives:**

§1 Decide what to do until next meeting

## **Reports:**

- Personas
  - Jesper has started working on the primary persona. Anton has finished the draft for the secondary persona.
- Class UML
  - Anton and Ulrika started connecting interfaces to classes.
- JMonkey Tutorial
  - Anton has started on the tutorials.
- Other
  - Anton has not managed to get Scene composer to work, but scenes may be created in Blender, which is a more powerful tool.
  - Anton has investigated some about assetManager.

## **Discussion items:**

- Contact Ulf Assarsson and ask for textures, models and scenes

- Jesper contacts

**Outcomes and assignments:**

- Anton will try to load goblin model to project.
- Jesper to finish primary person.
- Read and comment secondary persona - All
- Jesper to email Ulf.
- Continue with JME tutorials (Blender tutorial, MakeHuman?)

**Wrap up:**

Next meeting: Tuesday 2014-04-14 09:00 in person on Chalmers.