

Meeting Agenda

Date: 2015-04-14

Facilitator: Jesper Olsson

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

Objectives:

§1 Decide what to do during today.

§2 Decide what to do until next meeting.

§3 Decide on means of communications.

Reports:

- Goblin model
 - Anton has added to the project. Has begun with the skeleton
- Personas
 - Anton has written a draft for the secondary persona.
 - Jesper has written a draft for the primary persona.
 - Both will be commentated before they are finished.
- Email Ulf
 - Jesper did. The reply has been forwarded to the others.
- JME tutorials
 - Anton has finished all the tutorials and has begun looking into Blender tutorials.

Discussion items:

From the paragraphs above:

- §1 Discuss UML and possibly continue working on completing it
- §1 Discuss personas
- §1 Setup project
- §2 Anton will continue working on the models

- Demo
 - Jesper has created a small demo, which covers the following user cases:
walking, jumping, falling, colliding and shooting.

Outcomes and assignments:

- Setup basic structure, classes and method heads in project - All (today).
- Continue working on the models - Anton (until next meeting)
- Finish all the JMonkey Beginner tutorials - All.
- Begin working with making scene in Blender - Jesper

Wrap up:

Next meeting: Monday morning 2015-04-20