

Meeting Agenda

Date: 2014 03 26

Facilitator: Erik Pihl

Participants: Jacob Genander, David Michaëlsson,
Daniel Jansson

1. Objectives

Read up about tween-engine and lib gdx.

2. Reports

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3. Discussion items (35 min)

How to make something runnable for next friday.

Highest priority UC's

Make an enemy move across the map

Build towers

Finnish the UML-model so that we can start writing
code

We should use circles and squares to represent thin
gs in the first
version of the game.

4. Outcomes and assignments (5 min)

Everyone should participate in making the UML-model

5. Wrap up

Next meeting 14 03 27