2019-09-09 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Divide up work for RAD and create a document on the cloud

§2 Reports

The group could not find any clear cut alternative to MVC, more research is needed to decide what architectural pattern the game should follow. Some of the patterns the group have looked at include Gamemaster pattern, MVVM, ECS and HMVC. A few user stories were created with the functionality of the game in mind. These user stories and a few more should create the base oft he previously created Trello backlog and the RAD document.

* Carl has:
  + Created a few user stories for the RAD document
* Patrik has:
  + Created a gitignore for our project
* The group has:
  + Checked what alternatives to the MVC pattern exists

§3 Discussion items

* Discuss what specifications our game should follow

Specifications to be included in our user stories:

* Our game should be a 2D top-down grid based world open world.
* There should be tiles in the world that are passable and inpassable like grass, trees, lava, mountain etc.
* There should be chests that the player can interact with to obtain stronger weapons.
* There should be different kinds of enemies in the world that the player can fight.
* There should be a Startscreen with at button to enter the game and some options
* There should be a way to pause the game
* The world should be randomly generated and unique

------------------------------------------------

* Discuss what user stories we need to add
  + Create a user-story that has to do with smoothness and optimization

§4 Outcomes and assignments

* Eddy handles:
  + Intro for RAD document
* Carl handles:
  + Requirements for RAD document
* Johan and Patrik handles:
  + Domain model

§5 End of meeting

Meeting ended 15:56.