

# Meeting Agenda

## Date

Friday, 20180323

## Chair

Johan Berndtsson

## Participants

Johan Berndtsson <§> </§> <p>

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller (goldstar)

## §1 Objectives

- We need to figure out the domain model
  - Write more use cases
  - Increase detail of the already written use cases
  - Less detail in UML diagram but more information about different entities

## §2 Reports

We have mostly been setting up and getting started with domain models and prototyping, since none of us have been using libGDX before.

- As a group
  - Written some use cases
  - Sketched a GUI
  - Started work on UML diagram (but with wrong focus, need to focus on domain model!)
  - Started with a basic UI
  - Defined basic parameters of the game
- Pontus
  - Set up code project
  - Prototyped
    - Collision detection
    - Rendering of world blocks
    - Basic physics
- Johanna
  - Prototyped
    - Animation of player character
  - Created art assets
    - Background
    - Player character sprite
- Kamil
  - Digital version of the UML diagram
- Johan
  - Read some about libGDX

## §3 Discussion items

None right now.

## §4 Outcomes and assignments

For this first meeting, this will mostly be used to divide the work until the next meeting.

- Pontus, Johanna
  - Extract domain model from use cases
- Johan, Kamil
  - Extend Use Cases

Work on use cases must be done before domain modelling, in the dead time, prototyping will be done.

- Pontus, Johanna
  - Animations
  - Parallax effects on background
- Johan
  - File/level formats
  - Reading a map from file and rendering it
  - Check all files in a map / have a map that stores all levels
- Kamil
  - Collision detection
  - Physics

## §5 Wrap up

Next meeting

Thursday, 2018-03-29, 13:15