

Meeting

Revising RAD

Date: 2015-04-02

Facilitator: Bjarne Gelotte

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl, Erik Cervin-Ellqvist

1. Objectives

Today's agenda is to revise the RAD using the feedback from the last supervised meeting.

2. Reports from previous meeting

No group member has anything to report for this meeting, since we didn't assign any tasks last meeting.

3. Discussion items

With the feedback from the last supervised meeting we can now revise our RAD. Subjects of change include:

- * Domain model
- * Use cases
- * Functional requirements

4. Outcomes and assignments

4.1. Domain model

The "Menu" part is now gone, and so is "Aim". These were removed since they don't really belong in a domain model. "Blast in the Past" were replaced by "Level", because "Blast in..." would have given a self referential behavior. The connections under "Character" have also been revised. The updated domain model will be added to the RAD soon.

4.2. Use cases

We have added some alternative flows for some of our use cases.

4.3. Functional requirements

We have added more functional requirements, mainly things related to enemies. Also “Start the application”, “Create new game” and “Load game”.

4.4. Assignments to next meeting

Every group member should start to experiment with the game package so we have something to show when we come back from the spring break.

5. Wrap up

No preliminary meeting scheduled.