Meeting 1

Date: 2015-03-25

Facilitator: Bjarne Gelotte

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

Objectives

Defining what project we were going to work on. Naming the project. Give a very brief description of the project.

Reports

First meeting.

Discussion items

We decided that each member write ideas for projects they wanted to work on. When we were out of ideas we took a vote. All members were given 3 votes, one worth 3 points, one worth 2 and one worth 1 point. This was supposed to give the group a better idea of which projects seemed the most interesting. Below are all the ideas the group members could come up with and the votes given to each idea (or project category).

Simulation **3+1p**

- Car traffic (3D)

Games **2p**

- Pong Multiplayer

- Tower defence

- Top-down shooter **2+3p**

- Chess

- Platform **1+2p**

- Roguelike **2+1p**

- Fighting **3p**

Minecraft mod **1p**

- First Person Shooter

Other
- Picture database **3p**

Outcomes and assignments

We decided on the most popular idea, a top-down shooter. The theme for the game was to be about a person from present time, traveling backwards through time to medieval Europe and shooting knights. We decided to name the game "Blast in the past".

Until the next meeting we decided that everyone should work on the preliminary RAD.

Wrap up

Next meeting at 13:15, Friday 27/3, group room M1203B.