Meeting 2015-03-27

Date: 2015-03-27

Facilitator: Mattias Johansson

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

Objectives

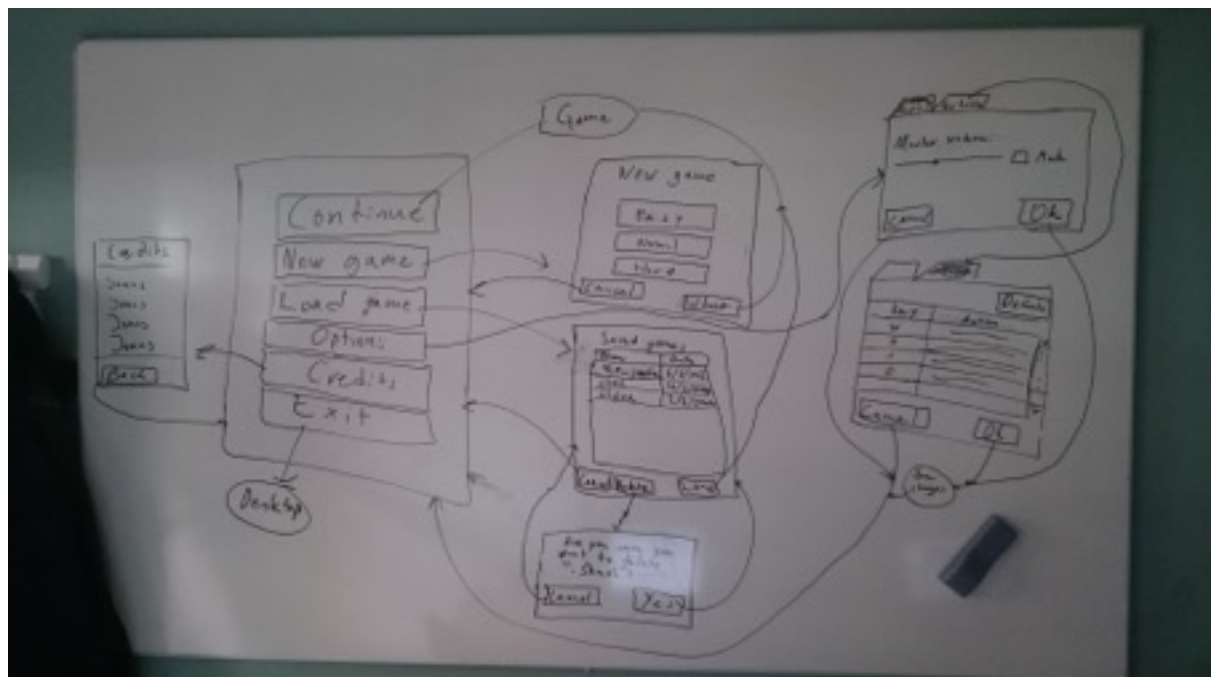To figure out GUI for menus and in-game, and make use cases for the RAD.

Reports

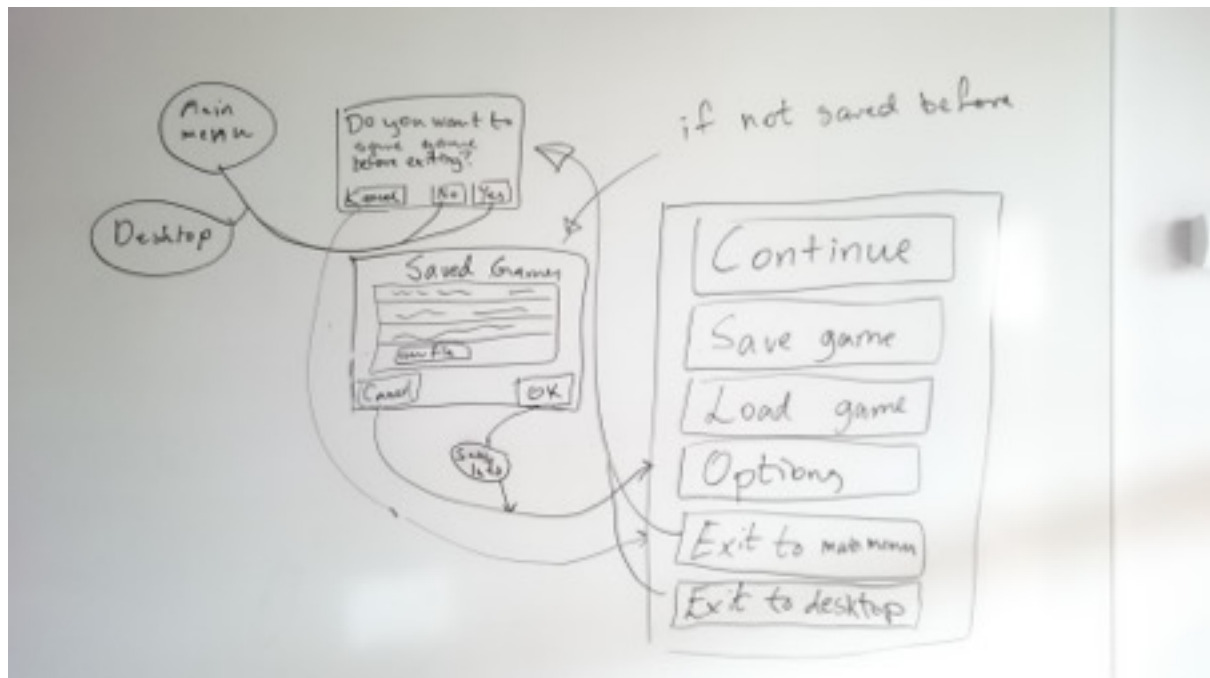All group members have done some work on the RAD (mainly on the requirements part).

Discussion items
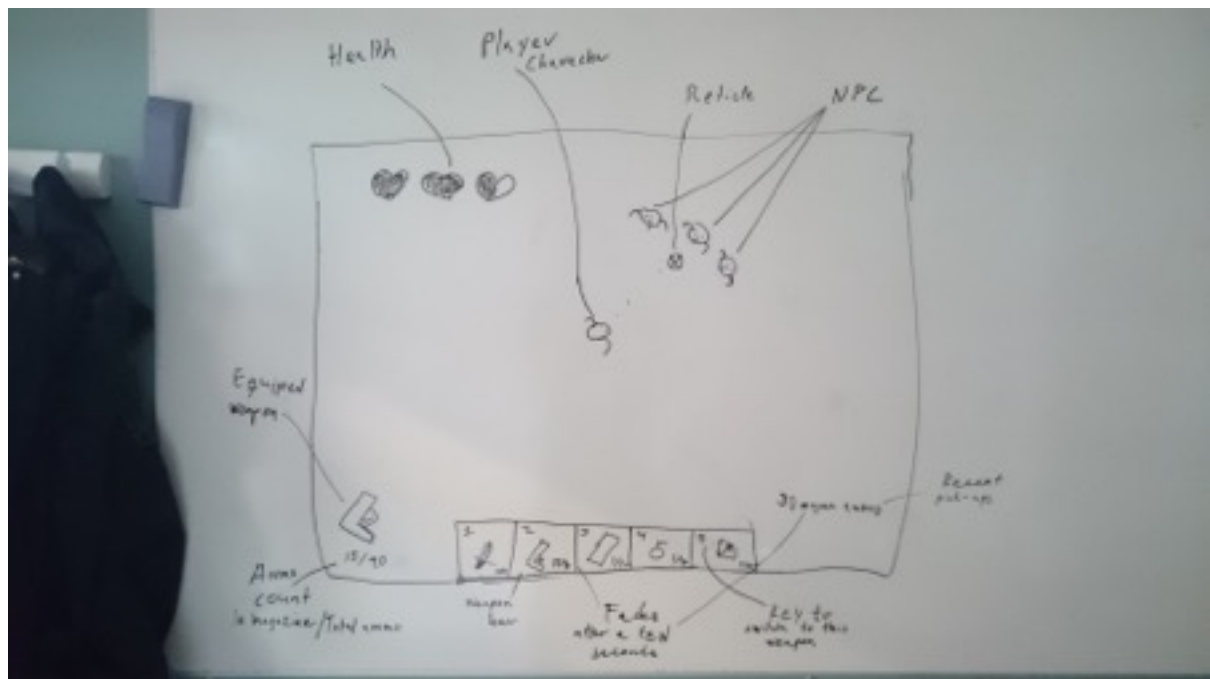
We have worked out on some basic GUIs and use cases.

Outcomes and assignments

We have some basic GUIs to proceed from later on in the project (menus and in-game).

In-game menu

In-game GUI

We made four use cases and added them to the RAD (not yet on GitHub).

Until the next meeting all members should research some 2D java game engines and graphics libraries.

Wrap up

Next meeting Tuesday 31st March in M1222B.