

1. Objectives

- RAD consultation: introduction good? definitions suggestions? user interface sketches?? overall confirmation, UML and Use Cases to be added
- We need to start programming, making sure we do what is required until thursday
- Work division
- Time Plan
- Other??

2. Report

- Rasmus has been working on: writing RAD, sketching user interface and pixelated avatars
- Robert has been working on: Creating a parser for music files.
- Sofia has been working on: UML use case diagram. Setting up classes and directories, building up the basic code structure of the game. Drawing something on Main menu and Game screen.
- Arvid has been working on: The domain model.

3. Further Discussion

- Discussion user interface. To be able to determine the look of the user interface we need to make decisions regarding input methods. Multiple keyboards connected via USB to one computer might solve our problems.

4. Outcomes

- We will talk to our mentor about where to put test classes and what to test.
- All group members will study LibGDX/Entity Systems/Ashley and our model.
- Our next goal is to program a falling entity that is rendered on the game screen. Then add some kind of interaction with it.
- Until Thursday: Code something runnable. Create JUnit tests.

5. Work distribution

- Arvid will bring a keyboard on Wednesday and will work with adding information about the domain model and use cases to the RAD
- Rasmus will sketch more user interface, which we will then discuss together. Continue on RAD. Help with the programming.
- Sofia will continue to build the module structure of the game.
- Robert will attempt to write a JUnit test for the Song package.

6. Wrap up

- Next meeting will be held thursday 6/4