

Date: 27/3-2017

Mr. Chairguy: Sofia Larborn

Participants: Rasmus Tomasson (Frodo), Arvid Runvik (Runvik), Robert Agrell (Salsa), Sofia Larborn (Nekki)

1. Objectives

- Ambition, grades, time.
- More classes, powerups, many kinds of notes, other ideas.
- Use-cases.
- LibGDX, Gradle dependencies: how?
- Music.
- Divide the work in order for us to work more individually.
- Group Contract.
- Other.

2. Reports

The group as a whole has worked on the following things:

- Brainstorming.
- Installed Gradle and Eclipse + Buildship.
- Started writing group contract.
- Made a sketch of three graphical views.
- Worked on use-cases.
- Had a mentor meeting.

3. Further discussion

- Ambition, grades, time.
Runvik: Flexible opinion.
Frodo: Flexible, 4 or 5.
Nekki: Do our best, focus on the project rather than grades.
Salsa: Do our best.
Plan sessions every day.
- More classes, powerups, many kinds of notes, other ideas.
Discuss more on future meetings, when we have started implementing.
- Use-cases.
Until next meeting, write two more use cases.
Ideas: Song map ends.
Player starts game.
Player views/changes options/controls.
Responsible for writing two more use cases until next meeting:
Runvik.
- LibGDX, Gradle dependencies: how?
Responsible for setting up the project until next meeting: Frodo.
- Music.
Music resources at the library.

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- Divide the work in order for us to work more individually.
See use cases and LibGDX.
Plan UML session this week with all group members.
- Group Contract.
Complete it at the workshop.

4. Outcomes

- We want to do our best, generally aim for higher than 3, but keep our focus on the project rather than the grade it might get.
- Work according to the schedule, and plan sessions every day.
- Postpone further discussions about additional ideas.
- Work distribution:
 - Runvik is responsible for writing two more use cases until next meeting.
 - Frodo is responsible for setting up the project until next meeting.
- We are now aware that we can find music resources at the library, which we will do later since it's not very relevant at this point in the process.
- Plan UML session this week with all group members.
- Complete the group contract at the workshop.

5. Wrap up, next meeting

Next formal meeting: Thursday. After mentor session.