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.
* 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.
* Other.   
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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.
* 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.