

Date: 25/3

Participants: Everyone

1. Objectives (5 min). Resolve any issues preventing the team to continue.

We need to create a maven-project in JMonkeyEngine, which doesn't seem to be directly supported.

2. Reports (15 min) from previous meeting

First meeting

3. Discussion items (35 min).

Use cases, discuss game ideas, basic gui sketch, JME.

4. Outcomes and assignments (5 min).

Everyone will create one use case each and individually keep looking at how to create a maven-project aswell as getting a understanding of how JMonkeyEngine 3 works.

Alexander will create a simple sketch of the gui.

5. Wrap up

- Write down unresolved issues for next meeting.

Maven

- Time and location for next meeting

31/3 Underjordssalarna