

## Meeting Agenda (3)

Group: Hmmm

Date: 04-09-2020

Chair: Oscar Arvidson

Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

### Objectives:

- Finish main vision for project.
- Write user stories.
- Sketch a simple UML of the planned model so far.
- Upload previous meeting agendas to git repo.

### Reports (from the previous meeting):

Nothing done in between meetings except individual brainstorming.

### Discussion items:

1. Should the application be a game?
2. What should the game be and how should it work?
3. What libraries should we use?
4. Which Java SDK and JavaFX version should be used?

### Outcomes and assignments:

1. It was decided the project application should be a game.
2. The game will be a 2D platformer wave game:
  - Player can choose level.
  - Player can move and jump using keyboard.
  - Player will be invaded by hostile monsters in waves.
  - Player can kill monsters with unique weapons.
  - Player starts with a basic weapon but can acquire better weapons by killing monsters.
  - Player can place blocks to build structures.
  - Player can find random blocks by killing monsters.
  - Monsters targets the player and destroys any blocks in its path to reach player
  - Different blocks have different strengths.
  - Each level has a set amount of waves.
  - Player needs to survive and complete all waves to progress to next level.
3. One library we will use is FXGL by Almas Baimagambetov (<https://github.com/AlmasB/FXGL>). This will be our main library to create our game. More libraries may be added in the future.
4. Java SDK version 11.0.6 or above should be used. JavaFX version 11 or above should be used.

Wrap up:

For the next meeting:

- Continue writing user stories.
- Continue sketching UML diagram.
- Read up on Maven. Set up a project workspace with Maven.

Next meeting on 07/09 15:00 Monday via Discord.