

## Meeting Agenda (2)

Group: Hmmm

Date: 03-09-2020

Chair: Oliver Karmetun

Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani, Oliver Karmetun (supervisor)

### Objectives:

- Share project ideas with the supervisor.
- Ask the supervisor various questions about the project.
- Clarify the project structure and workflow.

### Reports (from the previous meeting):

Nothing to report from the previous meeting. However, a new member was added to the project group: Anwarr Shiervani.

### Discussion items:

1. Discuss the time and place for meetings.
2. How to share meeting agendas with supervisors.
3. Code of conduct.
4. Should we use Javadoc?
5. UML and domain.
6. Ideas for the project.
7. RAD
8. Order of task moving forward.

### Outcomes and assignments:

1. The decision was made to keep the supervised group meetings on Thursdays between 14:00-15:00. As for the unsupervised group meetings we have decided to have them on Discord, one Mondays at 15:00 and one Wednesdays at 15:00. Day and time for meetings can change if needed. The second unsupervised meeting this week will take place tomorrow (Friday 04/09) at 13:00 via Discord.
2. Upload them to the repo for public visibility.
3. Make a document with a clear code style structure and rules for when to and not to push changes to the master branch.
4. Javadoc will be used to comment on the code.
5. UML should only include the project model classes (around 10+ classes) and not the view or controller. The UML will be written very abstractly without methods but more or less be a final model with minimal to zero changes.
6. We bounced around ideas regarding the recreation of existing 2d games, android app applications, whole new game concepts, and old projects, but ultimately decided to bring more concrete ideas to the next meeting to have more time to discuss everyone's vision.
7. Start writing RAD as soon as possible when the project foundation is decided.

8. To be decided at the next meeting (Friday 04/09).
  - a. Choose the project idea
  - b. Sketch project design
  - c. Create a list of user stories
  - d. Sketch UML

Wrap up:

For the next meeting: Continue our brainstorming and complete our vision for the project.  
Decide on the main details and find libraries to use.

Next meeting on 04/09 13:00 Friday via Discord.