

Meeting Agenda

Date: Tuesday, 2013-04-11

Participants: Everybody

1. Objectives (5 min)

- Keep looking at the basics of Slick2D
- Learn the basics of JBox2D
- Make a list of classes (controllers, models, views)
- Start coding basic window

2. Reports (15 min)

We finished 2 more use cases, “game over” and “moving over spikes”.

We have made a PowerPoint for tomorrow’s presentation.

UML-diagram is completed (first iteration)

Finished as much as we could on the RAD. (first iteration)

3. Discussion items (35 min)

For next week we need to prepare to start coding by making a list over the classes that we need for our basic window.

We all still need to look up as much information as possible about Slick2D and JBox2D to make the coding process more fluent.

We need to at least have a runnable window (preferably with some sort of representation of the player) since we need our first user case running within a week.

4. Outcomes and assignments (5 min)

Everyone:

Optional: watch tutorials during the weekend about JBox2D and Slick2D to get a deeper understanding ‘til next week.

Book rooms for upcoming meetings and work time.

Work on this week’s assignments.

5. Wrap up

Next meeting: Tuesday April 16th, 15:00-16:00