

Meeting Agenda

Date: 2013-03-20

Facilitator: Martin Hermansson

Participants: Martin, Sara, Kino, Jos

1. Objectives (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

We have started to write on the RAD and specify what kind of application we are going to develop. We are going to make a game and have specified its concept and rules.

2. Reports (15 min) From previous meetings, (un)solved issues, etc. , see also 4

This is our first meeting. Nothing to report.

3. Discussion items (35 min)

(a) How do we do...?

To prepare for the meeting with the supervisor we are going to put together a document with some questions. Make a class diagram using UML containing the different classes and how they will cohere together. When we commit into GIT we will do it often.

(b) What to do...?

At first we are going to talk to our supervisor and talk to him/her about the idea that we have. We are going to specify the classes needed in the program. We will compare our schedules to find good times to meet.

(c) Why is...?

We are going to meet the supervisor to get clearance and guidance.

4. Outcomes and assignments (5 min)

(a) It's decided that only a single (add to Issues, Wiki, Possible RAD)

It's decided that the group will meet every Wednesday and Friday.

(b) All should....

Everyone will be working on the UML class diagram to get an understanding of how to develop the application. We will also put together the document with questions to ask to the supervisor. Furthermore, we'll continue working on the concept, trying to make up the game rules and well as a background story.

5. Wrap up

(a) Unsolved ...

We have not any implementation problems yet.

(b) Next meeting?

Next meeting will be tuesday 9/4 at lunch (12-13) in Maskin.