

## **Meeting Agenda**

**Date: Tuesday, 2013-04-09**

**Participants: Everybody**

### **1. Objectives (5 min)**

- Learn the basics of Slick2D
- Finish preliminary RAD
- Continue and finish a class diagram
- Start working on a sequence map
- Make a presentation for seminar

### **2. Reports (15 min)**

We have started working on use cases, four are finished. We started writing the RAD and drew a simple ER diagram.

We have written a short description of what the game is all about with simple rules etc (not RAD).

We met the supervisor and got some good advice.

We decided to use Slick2D as a class library for graphics, user input, physics engine etc.

We started out on Monday with planning for the current week and decided to have this meeting every week to get a good overview of each week.

We have discussed “rules” for the group to help us prevent conflicts.

### **3. Discussion items (35 min)**

Slick2D tutorial will be watched on Youtube and discussed later on wednesday to get a deeper understanding of the library.

We will go through and finish the RAD together, as well as the preliminary Analysis Model during the week. Also, we'll create a presentation of our project with PowerPoint for Friday's seminar.

### **4. Outcomes and assignments (5 min)**

Everyone: watch the tutorial about Slick2D.

Book rooms for upcoming meetings and work time.

Work on this weeks assignments.

### **5. Wrap up**

Next meeting: Thursday April 11th, 16:00-17:00