

Meeting Agenda

Date: 19/3-13

Facilitator: Kim Kling

Participants: Kim Kling, Simon Bengtsson, Kim Egenvall &

1. Objectives (10 min)
 - a. Decide what to do and lay down a roadmap for the next weeks.
2. Discussion items (120 min)
 - a. Decide what to do.
 - b. Planning the weeks, set up goals.
 - c. Start drawing on the model.
3. Outcomes and assignments (30 min)
 - a. We decided to do a mashup between a platform- and a runnergame.
The game idea is to switch between these dimensions and have a goal to pass each level.
 - b. Goals
 - i. When the project is done, one level should be finished.
 - ii. One runnable level to show basic idea.
 - iii. Until friday (22/3) we should have a loose chart of our model.
 - iv. Read and/or test basic libgdx until friday (22/3)
 - c. We chose to do draw on the model next meeting.
4. Wrap up
 - a. We haven't talked about how the model should look like
 - b. We haven't decided git workflow, to do.
 - c. Next meeting on friday (22/3)