First meeting 23/3-15

Facilitator: Erik

Participants: Erik, Rebecka, Emil, Hampus.

- 2D-game
- Working in Intellij or Eclipse
- java fx?

How should we work to achive good work enviroment?
- The most important to achive a good work enviroment:
  - communicate with eachother
  - keep everybody updated on whats going on
  - allocate the tasks
- What abition does the group have?
  - high, work hard and try to get a higher grade
- Meeting culture
  - one hour, once a week
  - ino phones
  - Rebecka är sekreterare
  - do not do anything without tell the group
- How should desicions be made?
  - discuss → wote (→ if wote even, the person with most knowledge about it decides)
- Handle situations?
  - arrive late → make a cake to the next meetnig or more report writing
- Divisions of labor?
  - the person who thinks he/she can do the job

Gruppindelning:
Erik Karlkvist - group leader
Programmeringsansvarig -
Designansvarig -
Rapportansvarig -

Spelidéer:
- supermario /sonic
- climb, shrink and grow
- puzzel
- clickergame

Möten:
Måndagar - lunch