Meeting Agenda

Location: Hubben 2.1
Date: 2012-03-13
Time: 13:20
Facilitator: *Johan Gustafsson*
Participants: Emil, Emil, Johan och Johan

1. Objectives (5 min)

   Our objectives to be completed until the next meeting.
   a. Make list of requirements for the game.
   b. Most of the user cases.
   c. The RAD-document (At least the required bits)
   d. The beginning of the domain model. (Must be done until Tuesday LV2 (w12))
   e. Create a git repository on github and connect everyone as collaborators.

2. Reports (15 min)
   Since this is our first meeting, we have nothing to report.

3. Discussion items (35 min)
   What core requirements must the game have?
   What general theme should the game have?

   Other misc stuff. (Github etc.)

4. Outcomes and assignments (5 min)
   Created list of requirements and set up github.
   Also mailed Joakim about the group info.
   Emil J set up github repository.
   We will create the user cases and domain model together.

5. Wrap up
   1. RAD, some user cases and the domain model is pending work.

   2. Next meeting?
   Thursday (15/3). After meeting with coach.