

Meeting Agenda

Location: Linsen Restaurant

Date: 26 / 3 2012

Time: 15 pm- 16 pm

Facilitator: *Anton Palmqvist*

secretary Tomas Selldén

Participants: Tomas Selldén, Henrik Andersson, Anton Palmqvist, Marcus Thyren

1. Objectives (5 min)

From now on we are going to decide sub target for every week that we have to finish (sub target is about the programming how much we have to do every week!)

2. Reports (15 min)

3. We have started with the design model, it's not finish but we have done the use case "move", how we are going to implement the player to move and see if it's possible for the player to move,

4. Discussion items (35 min)

1. Git works now, which is good!
2. Find a better program for the design model a (UML program)
3. Create a running version of the use case "move", we are going to do this with graphic because we are using a framework that helps us with the graphic.
4. We are doing this because we want to follow the road map, the time schedule!

5. Outcomes and assignments (5 min)

1. We are doing an UML together now after the meeting and then start to implement we don't know who is going to implement what for now, so we decide that after the UML..

6. Wrap up

1. Thursday the 29:th of March.