

Meeting Agenda

Location: 3506 Huset: Ideläran

Date: 2012-03-15

Time: 13:30

Facilitator: Henrik Andersson

Participants: Anton Palmqvist, Marcus Thyren, Tomas Sellden

1. Objectives (5 min)

We will do a 2D game similar to the classic Bomberman

Read about different frameworks and decide which one works best.

2. Reports (15 min)

First meeting exception.

3. Discussion items (35 min)

1. How do we do...?

1.1. Read about Java 2D API

1.2. Discuss which elements is related to which, extendings etc.

2. What to do...?

2.1. Complete the Domain Model

2.2. Implement Move-Use case

3. Why is...?

3.1. To know how to implement it best

4. Outcomes and assignments (5 min)

1. Everybody works with the domain model

2. Two people works with the implementation of the move-use case

3. Two people works with reading up on the Java 2D API

5. Wrap up

1. Unsolved ... Ask Joakim if we should implement the move use-case before we have worked put the design model

2. Next meeting? Sunday