

Meeting Agenda

Date: 2017-04-03

Chair: Erik

Participants: Lucas Ruud, Erik Lundin, Niklas Baerveldt,

1. Objectives (5 min). Resolve any issues preventing the team to

continue.

- Short clear descriptions

Fastställa gimmick till spel

Få något körbart tills onsdag

Uppdatera RAD

2. Reports (15 min) from previous meeting

- Each group member reports outcome of assigned issues, see also 4)

Domainmodel är klar, behöver finslipas

3. Discussion items (35 min)

- Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or

keywords)

Gimmick

- Randomgenererad karta
- jagad genom kartan
- Graplinghook?
- Highscore
- Powerups till kartan
 - byte av gravitation
 - Teleportation
 -

Uppdatera RAD

i samband med rapportskrivning

UML

riktigt umldiagram

4. Outcomes and assignments (5 min)

- Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook)
- From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

Få ett körbartspel

Klassdiagram

Uppdatera RAD

5. Wrap up

- Write down unresolved issues for next meeting.
- Time and location for next meeting
Nästa möte torsdag

