# Meeting Agenda

Group: 20,

Date:09/09

Chair: Arvid Rydberg

Participants: Arvid, Keivan, Matilda, Mattias, Raoul

## Objectives:

* Bestäm idé
* Diskutera för och nackdelar. Se trello.

## Reports (15 min) from previous meeting

We discussed user stories for a dwarf-fortress-clone, but decided that the scope of a df-clone was too big. The floor is too high.

Ideas for other games:

Keivans idéer:

* Management sim
* Digitalt brädspel
* The binding of isaac

Raoul:

* Banksystem
* Bokningssystem
* Top-down shooter (Hotline miami, Streets of rogue)

## Discussion items

Top down shooter:

* Spelarkontrollerad karaktär
* Fiender
* Värld där man kan gå, väggar
* Olika vapen?
* Buffs?
* Interagerbara items?
* Setting?
* Experience/Level ups?
* Randomly generated eller fasta banor?

*Se kravspecifikation!*

## Outcomes and assignments

Todo until next meeting: Look at the game engine ([libgdx](https://libgdx.badlogicgames.com/)) that Raoul linked in slack. Review other engines as well.

Brainstorm ideas for game style that will determine, or funnel, work priorities.

Next meeting 11/9 12:00 EG-5205