

Meeting Agenda

Date: 2016-03-22

Facilitator: Erik Sänne

Participants: Gustav Svensson, Marcus Pettersson Johnsson, Martin Sixtensson

1. Objectives. Resolve any issues preventing the team to continue.

- We needed to decide what sort of project to do and how to do it.
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2. Discussion items

- Game concepts and ideas.
- How multiplayer would work
- Visualization of game

3. Outcomes and assignments

- We decided to make a multiplayer top-down zombie defence game. Everyone wanted to do some sort of game and after discussing everyone's ideas, we agreed on making a zombie game where you defend yourself and your group from zombies, wave after wave. We also decided the main focus of the game would be multiplayer.

-Everyone has been assigned to research the workings of multiplayer games. How a server works with a client

4. Wrap up

- Write down user cases and more.
- Next meeting is at 10.00, 2016-03-23