Meeting Agenda

Date: 2013-03-20

Facilitator: Joel Torstensson

Participants: Jakob Gustavsson, Niklas Helmertz, Lucas Persson, Joel Torstensson

1. Objectives: (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

(a) Name:
Needed to create GitHub project and report of name to course responsible.

(b) Library:
OpenGL or something else? LWJGL? Slick2d with LWJGL?

(c) Use cases:
Not yet any use cases to work with.

2. Reports: (15 min) From previous meetings, (un)solved issues, etc. , see also 4
No previous meetings.

3. Discussion items (35 min)
(a) Discuss and decide name:
        Achtung, die Klonen

(b) Theme and differences from original game:
        * Custom power ups.
        * Obstacles on the course.
        * Statistics

(c) Graphics library:
        Decided to start with LWJGL, other libraries could be added if need arises.

(d) Use cases:
        1. menu/start game
        2. player turn
        3. player death
        4. player recives power up
        5. user option menu
        6. player uses power up
        7. round finish

8. round start
9. game finished

4. Outcomes and assignments: (5 min)
       (a) Split up the use cases and do 2-3 each.

       (b) Niklas to push code to a new git repository

       (c) Everyone else to pull

5. Wrap up
(a) Unsolved:

(b) To next meeting:
       * Look at UML