

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