

## # Meeting Agenda

Group:Top Down Bois

Date:13/09

Chair: Imad

Participants: David, Olof, Samuel, Imad

### ## Objectives (5 min)

- Resolve any issues preventing the team from continuing.
- Short clear descriptions.
- User stories partially written.
- Runnable version not finished, basic structure is still being built.

### ## Discussion items (35 min)

- Discuss the identified issues, and possibly new or more general issues (very short notes and/or keywords).
- testing out LITiengine to see if it has better features than LibGDX. (not likely to change at this point, but worth looking at)
- Preliminary UML needs to be constructed, and continuously expanded as the program's functionality does the same.

### ## Outcomes and assignments (5 min)

- Outcomes from discussion items. Write down what's decided and why it was decided. Sync with other documentation (add terms to wordbook).
- (re)Assign to each group member which issues to solve.
- Library change is still worth looking into this week, but not if we don't have any major problems with our current engine
- Adding objects like a Player class and such will be needed in the future, so continue adding building blocks until we can start giving them functionality.
- UML document will be kept in the github repository for ease of access, with updates to keep a clear picture of what we are building.

### ## Wrap up

- Write down any unresolved issues for next meeting.
- Decide a time and location for next meeting.