

Meeting Protocol

Date: 2015-03-30

Facilitator: Jesper Olsson

Participants: Jesper Olsson, Simon Lindkvist, Armand Ghaffarpour

Objectives (5 min)

- Create domain model
- Setup project with libgdx

Reports (15 min)

- We have decided to use the libgdx framework for the graphics. Slick2D was considered, but since it's not actively developed, we felt like libgdx was the right choice.
- The use case diagram is almost finished.
- Section one in the preliminary RAD is done.
- Johan is absent due to illness.

Discussion items (35 min)

- Maven or Gradle? Discuss with supervisor on Thursday.
- How should we model our domain?

Outcomes and assignments (5 min)

- We have decided to use Gradle, if allowed, since it seems to be much easier to setup libgdx with it.
- Our domain should include: Menu, map, player, enemies, blocks and more
- The group should continue to work with the domain model and finish it
- Jesper should try to set up a libgdx project

Wrap up

- We have built a foundation, and now we only have to finish specifying the domain, before we can start implementing.
- Next meeting on Thursday 2015-04-02 12:00