

Meeting Protocol

Date: 2015-04-02

Facilitator: Simon Lindkvist

Participants: Armand Ghaffarpour, Simon Lindkvist, Jesper Olsson, Johan Tobin

Objectives (5 min)

- Finish and upload preliminary RAD
- Start thinking about implementation
- Prepare presentation of Domain model
- Start designing the GUI of the game
- Change use case diagram according to the use case changes

Reports (15 min)

- We have finished writing all the use cases
- Domain model is finished
- Libgdx project is set up on GitHub

Discussion items (35 min)

- Presentation, when and how shall we prepare for it?
- What knowledge should the group acquire to be able to start implementing the application?
- How should the group approach the GUI design?

Outcomes and assignments (5 min)

- We have decided to prepare for the presentation on the 16th of April.
- All members of the group should, until next meeting
 - acquire basic knowledge about the libgdx framework
 - draw a sketch of the GUI

Wrap up

- We are almost ready to start implementing but we need to develop further knowledge about libgdx and also have a sketch of the GUI ready to proceed from.
- Next meeting on Thursday 2015-04-16 10:00

