

Meeting Protocol

Date: 2015-03-26

Facilitator: Johan Tobin

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

Objectives (5 min)

- Develop our idea further.
- Start writing the RAD.

Reports (15 min)

- None. This is the first meeting.

Discussion items (35 min)

- What are our objectives with this project?
- What are possible use cases?

Outcomes and assignments (5 min)

- We are going to create a 2D platform-based game with one character. The character should be able to move right, up, and left to some extent. There should be some sort of power-ups to make the character run faster. Maybe some simple enemies.
- Our goal is to create at least two distinct maps. The maps should be time based.
- The group should:
 - Brainstorm more ideas about the game
 - Start writing the RAD

Wrap up

- We're off to a good start, but there's still much left to do. More details and features about the game etc. RAD and Analysis model.
- Next meeting on Monday 2015-03-30 13:15