Facilitator: Joakim Agnemyr

Participants: Joakim Agnemyr, Mona Kilsgård, Edwin Eliasson

Date: 4/9/2018

Meeting Agenda

First group meeting for group Yellow

§1 Objectives

- Coming up with a new project idea

- Define user stories

- Future meetings and schedule

- Set up slack and GitHub

§2 Reports

No reports this meeting.

§3 Discussion Items

1. What features could be in the project?

2. What features should be in the project?

3. What does the user want?

4. Discuss the schedule

§3 Outcomes and assignments

Outcomes:

1. We are going to make a game or an app for inventory, it depends what Alex says when we talk to him later.

2. Features that could be in the game is a map generator, inreasing difficulty, health, levels, items, chests etc. The game will have an isometric view, and would be an endless dungeon runner.

3. If we make an app it will be an inventory app that will check what is in store. Possibility to hiring out equipment etc.

4. Since Mona has a lot to do with NollKit the discussion about the set schedule will be postponed until the next meeting (Thursday 6/9).

5. Slack has been set up.

Assignments:

Joakim will fix user stories and GUI for the game if we choose a game.

Mona will fix user stories and GUI for the app if we choose an app.

§5 End of Meeting

Next meeting is thursday 6/9 12:15 in EG-4207.