Meeting Agenda

Date: 2014-03-24

Facilitator: Jacob Gideflod

Participants: Jacob Gideflod, Emma Lindholm, Simon Nielsen, Andreas Pegelow

1. Objectives (5 min)

Our goals for this meeting is to revise the UML and to keep writing on the RAD.

2. Reports (15 min)

Since our last meeting we've had our first supervised meeting which gave us a lot of good feedback on our game idea and use cases. We've finished six use cases, Andreas has drawn some mock-ups and we've made a first UML.

Also the upgrading system and armory view have been decided as well as the look of the main game screen.

3. Discussion items (120 min)

(a) We have revised the UML, but some questions still remain that we may need to seek guidance for.

(b) The Use-case priorities was discussed and several sections of the RAD were written.

4. Outcomes and assignments (10 min)

(a) The priority of the Use-cases has been decided and the Use-cases has now been attached to the RAD.

(b) The sections "Definitions, Acronyms and Abbreviations", "Functional requirements", "Usability", "Performance", "Supportability", "Packaging and installation", "Use-case model", and "Use-cases priority" are now completed (temporarily).

(c) Andreas and Emma should continue to draw mock-ups.

(d) Andreas, Emma and Jacob should create a test-project with lixGDX to see how the library works.

5. Wrap up

Next meeting will be 2014-03-27 where we will prepare for the presentation on Friday the 28th.