Meeting Agenda

Date: 2014-03-19

Facilitator:

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

1. Objectives
In the end of the meeting we had a lot of questions, and felt that we needed some guidance to continue.

2. Reports
Everyone who is not yet familiar with libGdx has started to read about it. We can definitely see the benefits of using it, but need to read more before starting to use it.

3. Discussion items
(a) We've started with the RAD, and one main thing that came up is the success criteria. Our main goal that we wish to accomplish is to put our app out on the play store. That means that we must add enough playable content to the app, and not just focus on getting a working version of the game done. We have yet to decide the minimum number of levels. However, the different levels will be the same except from background pictures and some properties, so that should not be a problem.

(b) How to do the use-cases is an important topic. It looks like we'll do some sort of flow chart to begin with.

(c) Whether to have an "Armory"-view where you can "buy" weapons for stars, or have a combo-based upgrading system (5 hits in a row → power-up appears on screen during game)

4. Outcomes and assignments

 (a) Doing the use-cases helped oss to decide how the buttons within the program really work. As of the last meeting we are now even more united in the topic of what and how our program should be.
However, we are not entirely done yet.

(b) We must finish doing the use-cases before the supervised meeting tomorrow.
(c) Andreas should start to make some mockups of the basic layout so that we have something more than the sketches to look at and talk about.
(d) We should also continue with the RAD document after consultation with a supervisor.

5. Wrap up

(a) Use-cases not done yet.

(b) Next meeting 2014-03-24