

Meeting Agenda

Date: 2014-03-14

Facilitator:

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

1. Objectives (5 min)

The current issues of the team includes not having a defined goal or direction yet.

2. Reports (15 min)

N/A.

3. Discussion items (35 min)

We have brainstormed the idea of the application, the gameplay and the reward system.

4. Outcomes and assignments (5 min)

(a) It's decided that we will have meteors falling from the sky towards a city underneath. Your goal as a player is to shoot them down before they destroy the city. To reach this goal you have weapons that are upgradeable and the possibility to buy new ones after completion of a level. We will have different levels of varying difficulty.

We will use the library libgdx to build the application.

(b) Until next time everyone should read up on using libgdx.

5. Wrap up

Next meeting will be 2014-03-19 where we will continue to discuss the idea and gameplay.