Meeting Agenda

Location: Linsen
Date: 2012-03-13
Time: 15:00
Facilitator: Niklas Logren
Participants: Felix Willebrand Westin, Jonathan Orrö, Niklas Andréasson

Objectives
Decide what kind of game we want to make.
Decide in which language we're going to program it in.

Reports
We want to make a game!

Discussion items
What kind of game? Should it have multiplayer? Should it have a storyline?
Should we use Java or C++?
What's our next step?

Outcomes and assignments
We want to make a multiplayer platformer, with much focus on gameplay and not so much on the storyline.
We decided to program it in C++, for performance reasons.

Wrap up
Goals for next meeting:
   Git repo up and running
   Use cases
   Begin working on domain model