Meeting Agenda

Location: 3207
Date: 2012-03-26
Time: 13:00
Facilitator: Niklas Andréasson
Participants: Niklas Logren, Felix Willebrand Westin, Jonathan Orrö

Objectives
Discuss the use of frameworks.

Reports
Basic research on frameworks done.

Discussion items
Should we use (a) framework(s)?
If so, which one(s)?

Outcomes and assignments
We decided to use both the game framework SFML (for audio, networking, graphics and input) and the physics framework Box2D for modeling the world.

Wrap up
Goals for next meeting:
   Prototype something quick in SFML/Box2D, to get a hang of how it works.