**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