

Minutes

Minutes for March, 8

Present: Everyone

Absent: none

Introduction

Names, Skills and Game represented (of chosen 4)

Anna — Organisational skills, Represents TD-uteliv, Tasked to set up Trello

Emilia — Represents Matkrigen

Malin — Represents Spooks

Phillip — Knows Java, has API and modeling skills

Kenneth — Knows Java, has diagram and modeling skills, represents Bilspill

Elias — Knows Java, c-sharp and game engines like unity and Unreal

Bj ørnar — Knows Java and html

Peter — Knows Java and has program structuring skills, Tasked to set up Slack

Eirik — Knows Java

Ole Magnus — Knows Java

Markus — Knows Java

Sturle — Knows nothing, Tasked to do the Minutes of the meetings (rip)

Amund — Knows Java, Java fx and Swing

Thorbjørn — Knows Java python, flask and has photoshop skills

Ola — Knows java, Php and javascript

Håvard — Knows object oriented and functional programming, skills with illustrator and photoshop, has a bachelor in Art, Can do the presentation!

Game candidates (by voting)

1. Spooks
2. TD-uteliv
3. Ugle Spillet
4. Matkrig
5. Weather Run
6. Bilspill
7. Studentkampen

8. Radioaktiv reise
9. Proxima B
10. OPTD
11. Atlas
12. Legends of Informatikk
13. 2d-bilspill
14. Currency Betting
15. Golden Age of Piracy

After many voting polls, The 4 Chosen games

1. Spooks (rep Malin)
2. Matkrig (Emilia)
3. TD-Uteliv (rep Anna)
4. Bilspill (rep Kenneth)

Game Similarities

1. Open source - Weather data
2. Same in-game menu for start/pause
3. Point and click
4. Highscore API
5. Time limited maps
6. Premade maps (spooks/Matkrig/TD-uteliv)
7. Sound/music

Tasks for/to next meeting

1. Make an overview of tasks that needs to be done (Kenneth)
2. Delegate said tasks to the people most qualified?
3. decide next meeting

Next Meeting: Tuesday, 14 march, at 12:00 pm