

Meeting Agenda

Date: 20/3 - 2017

Chair: Edvin Meijer

Participants: Edvin Meijer, Hampus Carlsson, Jesper Blidkvist, Emil Jansson

1. Objectives (5 min). Resolve any issues preventing the team to continue.

- Outline the coming week, what should we do, how will we do it, and who will do what?

2. Reports (15 min) from previous meeting

- First meeting, nothing to report.

3. Discussion items (35 min)

- How should the game be played?
- How will the game look?
- Who will have the last say in various parts of the project?

4. Outcomes and assignments (5 min)

The game will be played from a top down perspective using xbox360 controllers. In general there is a sense of agreement on the core game mechanics, one player will act as an saboteur and try to sabotage the efforts of the other players. The other players objective in turn is to try to find out who this saboteur is.

- Jesper will be responsible for the rendering pipeline in the game and associated classes. The responsibility of creating the relevant game assets will be shared between Jesper and Hampus.
- Edvin and Emil will be responsible for implementing AI and excessive implementation in the data model.
- Software Architect - Hampus
- Game Mechanics - Emil
- "Scrum master" - Jesper
- Level, art and character design - Edvin

5. Wrap up

There are still some issues to work out in regards to exactly how the game will be played. This will be discussed during the next meeting which will be held on the 23 of March.

