

# Meeting Agenda

Date: 3/4-17

Chair: Jesper Blidkvist

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

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

- Who should do what during the coming week.
- When to “finalize” the UML, select classes to prioritize.
- Report allocate time to write.

## 2. Reports

- EDVIN: a powerpoint was created for the presentation of the domain model. Created a brief version of UML diagram for the domain model.
- JESPER: Created some models for use in the game, and some simple animations to showcase gameplay.
- HAMPUS & EMIL: Wrote the document that had to be turned in at Friday. Also worked more with use cases, created a new use case diagram.

## 3. Discussion items (35 min)

We want to combine A-star with nodes for the AI. The spotlight could also use nodes.

The more advanced uml we created the first two weeks is a good start for what we want.

Trello could be used for creating a scrum board.

Everything around concerning GameObjects should be finished in the uml. This will be discussed after the meeting.

We will start to work on the report at Thursday.

## 4. Outcomes and assignments (5 min)

- HAMPUS & JESPER: Will be combining the graphical elements with the map editor.
- EMIL: Continue working on the node-framework which the AI will use.
- EDVIN: Continue work on handling controllers and to finish writing the UML

We will start to work on the report at Thursday.

Uml for GameObjects should be finished.

## 5. Wrap up

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Next meeting will be 13:15, 2017-04-06.