Meeting Agenda

Date: 2015/03/26

Facilitator:

Participants: Everyone

1. Objectives (5 min).

- Choose a game engine

2. Reports (15 min) from previous meeting
N/A

3. Discussion items (35 min)

- Pros and cons for each game engine

4. Outcomes and assignments (5 min)

LibGDX:
Pros:
1. Good documentation
2. Better tutorials
3. More functionality
4. Can convert program to HTML5/iPhone/Android
Cons:
5. Steeper learning curve

Slick2D:
Pros:
6. Simpler to learn and use
Cons:
7. Bad/non existent documentation

We've chosen LibGDX since the pros outweigh the cons.

Assignments:
1. Complete RAD - Everyone
2. Read through LibGDX tutorial:
   http://www.gamefromscratch.com/page/LibGDX-Tutorial-series.aspx - Everyone

5. Wrap up
Unresolved:
- Integrate LibGDX with Maven

Next meeting: 2015/03/29 ~12:00 (lunch)