

Meeting Agenda

Date: 2015/03/24

Facilitator:

Participants: Everybody

1. Objectives (5 min).

- Decide project idea

2. Reports (15 min) from previous meeting

N/A

3. Discussion items (35 min)

1. Decide project idea
2. Game engine
3. 2D vs 3D
4. Gametype

4. Outcomes and assignments (5 min)

1. Create a 2D-racing game
2. -
3. We chose 2D since no one has worked on games before and it seemed simpler
4. Racing. Fits good for this project since it's easy to get a basic prototype running and also easy to extends

5. Wrap up

1. Everyone should do some research comparing Slick2D vs. LibGDX

Next meeting: 2015/03/26 14:00