# Meeting 21/3

Location: MK1

Date: 21/3

Time: 13:40

Facilitator: *David Göransson*

Participants: David Göransson, Daniel Larsson, Robin Hammaräng, Olle Werme

1. Objectives (5 min)  
   Use Case Priority   
   Preliminary GUI

Basic design model (Draw the High Level Design for the SSD ( 2.2.2).)

1. Discussion items (35 min)
   1. We don’t really have a priority among the use cases, since we have so few of them. Pretty much all of them are needed to get the program running properly.

The GUI will be scalable, but won’t be skinnable or themeable at least in the first versions of the program. GUI will be following standard conventions.

Discussion about how the application will handle input:

a) Make our own keyboard  
b) Use built-in keyboard (without auto completion)  
c) Use built-in keyboard (with auto completion)  
Number b) seems to be in favor since this is a speedtyping game, and the user should be able to use the keyboard he or she is used to.

2. After the meeting we will continue drawing the basic design model. The group will do this together

1. Outcomes and assignments (5 min)
   1. We decided to use the built-in keyboard, without auto completion. After the meeting we will together draw the design model. Draw a preliminary GUI.
   2. Daniel will write down a preliminary use case priority until next meeting.
   3. Robin will continue to write the RAD.
   4. David will start the SDD.
   5. Olle will experiment on what possibilities there are with the built in keyboard and how we can customize it.
2. Wrap up
   1. Next Meeting: Friday the 23/3 at 10:00.