# Meeting Agenda

Location: Linsen

Date: 28/3

Time: 13:40

Facilitator: *Olle Werme*

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

1. Objectives (5 min)

GUI

Different settings for our menu ( low priotity).

1. Reports (15 min)

SDD is basically finished, will be reviewed by the other team members during the week. RAD is almost finished, will be completed tonight and will go through the same procedure as the SDD. GUI is still WIP. The first design model is completed.

1. Discussion items (35 min)
   1. What will we base the score at? Currently we’re discussing how the scoring will be done. Will it be done letter by letter or word by word. Will we include a time-bonus, will we give scores for each letter?   
      We will implement a word by word score where the score is added to the total score after each word is completed. We will also implement some kind of time bonus, where the bonus is affected by the length of the word and how quick the player wrote it down.
   2. Discussion about the GUI; Less is more. Will be very easy to use and to get started with. If time allows we will make some fancy animations, mainly in the menu, to make it more attractive to the user. If we want to add the animations we have to prepare it during the code-stage. And at that point we have to add it; otherwise the code will be look broken.
2. Outcomes and assignments (5 min)
   1. Robin will finish the RAD.
   2. David will make a GUI, start a possible logo and write the Factory-class.
   3. Daniel will continue the scoring system.
   4. Olle will continue the database and how we will gather words.
3. Wrap up
   1. Next Meeting: Friday 30/3 10:00