Date: 2017-04-03
Chair: Ludvig Andersson
Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

Meeting agenda

Group 10, Parallax

1. Objectives

- We need to finish our class diagram
- We need to make the cardboard extension work
- We need to make a first simple program
- We need to buy a controller for the program
- Find out how to set up everything for a working program environment

2. Reports from the previous meeting

The group has worked mostly together once again since the previous meeting, they have during this time finished:

- The first iteration of the “Domain model” that we later used for the presentation.
- We have finished the use-cases and placed them into the RAD.
- Besides the point regarding the programming part, the first version of our RAD is finished.
- We have discussed the unclear parts of the project with our tutor and have fixed the RAD accordingly.

3. Discussion items

To create a working cardboard extension there are some thinks that need to be sorted out. An example is choosing what packages the program needs. These packages are integrated into the Libgdx extension and is chosen before the program is created (example: bullet function). What packages should we start with?

- We will need to discuss this issue based on the domain model/ use-case model. Can we see what packages we need and what should be added?

The next milestone in the project is a working simple iteration or some simple tests. This is something we need to create and show Adam (tutor) at the next meeting. What needs to be created for a simple program?

- We will need to discuss which functionalities that we consider to be essential and how we implement them.

Date: 2017-04-03
Chair: Ludvig Andersson
Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

4. Outcomes and assignments

After going through the integrated packages in the Libgdx library, we decided to go with these packages:

Bullet 3D: Support for bullet physics in a 3D environment.
Tools 3D: Support for implementing particles in a 3D environment.
Controllers: Support for a gamepad driven application.
AI: Support for implementing artificial intelligence.

We decided that the goal for Thursday would be:

Create a working application with a course and a ship. The ship should hopefully also be maneuverable.

5. Wrap up

We need to find out how to get started with the project, the goal is to create a functioning repository that has support for our cardboard extension. To finish this goal, we will need help from either one of the tutors in the course or the group from last year.

Next meeting will occur Wednesday 2017-04-05. (08:00 - 09:45)