

Facilitator: Linda Evaldsson

Participants: Linda Evaldsson, Johan Swanberg, Hanna Römer, Simon Gislen

Date: 25/3/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

We're having difficulties installing Slick2D.

Unclear what should be uploaded to git.

§2 Reports

Simon and Johan have researched different possible frameworks and libraries.

We have set up a git repo.

We have worked together on art concepts in photoshop, with Johan drawing

§3 Discussion Items

1. What should be prioritized to be included in the game?
2. Which library should we use to help creating the game?
3. Should we try to use svg graphics?
4. How will we progress?

§4 Outcomes and assignments

Outcomes:

1. We have created a separate document detailing what features should be implemented in the game, and in what order they should be worked on.
2. Simon and Johan recommended using slick2d as library and the group decided to use it for the project.
3. It's possible that we will use svg graphics in game, we will keep discussing this.
4. We cannot progress before we get a better grasp at Slick2d.

Assignments:

Everyone should install and learn slick2D, because if we plan on using this library we need to grasp it. We decided to use it since it takes care of a lot of gpu-related problems for us.

§5 End of Meeting

Next meeting is thursday 31/3 13.00 at Hubben, Chalmers