

Facilitator: Linda Evaldsson

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

Date: 23/3/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

No previous goals - first meeting

§2 Reports

no previous meeting

§3 Discussion Items

1. What should our project be about?
2. Who should have what role?
3. What framework / library should we use?
4. How should we structure these meetings?

§4 Outcomes and assignments

1. We discussed what kind of project we want to work with, and concluded that it's likely that we want to develop a game. Several genres (in particular strategy games) were discussed, and the group agreed on developing a so-called tower defense game.
This is
2. Primary roles are :
Project Leader: Linda Evaldsson
Software Leader: Simon Gislén
Secretary: Johan Swanberg
Graphics and design: Hanna Römer & Johan Swanberg
3. Simon Gislén and Johan Swanberg will research possible frameworks that can be used in this application
4. Linda Evaldsson will create a structure in advance for all group meetings

§5 End of Meeting

Next meeting wednesday 25/03 10.00 at Hubben, Chalmers