

## Meeting Agenda

Date: 9/4 2013

Facilitator: Hampus Forsvall

Participants: Hampus Forsvall, Markus Andersson Norén, Roy Nard

1. Objectives (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

Folk är bortresta. Det är ett problem men funkar.

Vi måste specificera exakt vad som ska göra.

2. Reports (15 min) From previous meetings, (un)solved issues, etc. , see also 4

Roy har ett bra UML, vi bygger på det.

3. Discussion items (35 min)

(a) How do we do...?

Vårt projekt kommer innefatta många programmeringsspråk, men få rader kod när det gäller vissa grejer. Roy har koll på mycket och vi kan googla fram detaljer.

Uses-cases:

User	Server
Starts application	
	Shows a welcome-screen
	Shows "start-game" button
Presses start game	
	Shows a map
	Marks/shows a location on map

	Shows a text that tells the user to get to the location.
	Shows a “I’m there”-button
Presses “I’m there”	
	Shows a question on the screen
	Shows a textfield
	Shows Submit-button
Presses “OK”	
	Returns to welcome-screen

#### 4. Outcomes and assignments (5 min)

(a)

Developing of use-case->model will be next assignment.

(b) Next meeting?