Meeting Agenda 23/3

Group meeting for group 17, Entreprenörerna

*Facilitator*: Josefine Svegborn

*Participants*: Nima Ahmadyan, Niklas Ohlsson, Sathian Sugumaran, Josefine Svegborn

**§1 Objectives**

1. Decide on working and meeting times
2. Decide on project
3. Decide on preliminary GUI
4. Discuss Use Cases
5. Discuss what needs to be setup in order to get started

**§2 Reports**

* Nothing to report, since this is the first meeting.

**§3 Discussion items**

1. At which times will we have meetings and work together?
2. What project ideas do we have and are they suitable for our knowledge level?
3. How could the GUI look? Make initial sketches and discuss.
4. What kind of Use Cases will we need? When?
5. Which preparation do we need to fix in order to get started with the project.

**§4 Outcomes**

1. The group decides to sit together Monday 13-17 and thursday 8-17. Tuesdays we will either sit together or work separately. Planning meetings during Mondays and Thursdays.
2. The group agrees that we want to make a game. It is important that it is quite simple but possible to make more advanced if suitable. We decide to go for something like Space Invaders, which is a 2D arcade game. We will ask Joachim what he think about this during the consultation.
3. The GUI could potentially be made with JavaFx, but we need to learn about this then. Sketches for the GUI will be made after checking the idea with Joachim.
4. Ideas for use cases, such as “Move Character”, “Shoot missile”, etc have been proposed and these will be discussed with Joachim.
5. To get started with prototyping etcetera we need to learn and setup the following:
   1. Install Maven
   2. Install Git
   3. Learn Git Workflow
   4. Install and learn IntelliJ IDE
   5. Setup Git hub repository
   6. (Install lombok)

**§5 End of Meeting**

Next meeting is Monday 27/3 in the M-building at Chalmers.