Meeting Agenda 3/4

Group meeting for group 17, Entreprenörerna

*Facilitator*: Sathian Sugumaran

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

**§1 Objectives**

1. Start prototyping
2. Look up useful JavaFX tutorials.
3. How to use the MVC model when creating a game, what to put in each category?

**§2 Reports**

1. Concluded that scene builder was not useful for making the game.
2. The presentation of the domain model was successful, there was no proposal for improvements.
3. A project structure with the frameworks, folders and files we currently need has been set up and shared on the repository.

**§3 Discussion items**

1. Protyping
2. Tutorials
3. MVC model, continue talking to joakim about its purpose.

**§4 Outcomes & Assignment**

1. Found useful tutorials for learning the basics of JavaFX when developing games.
2. Continue prototyping and working through the tutorials until next meeting.
3. Then working on the repo, and start setting up the classes in model, view and control. So we understand where we should have the different parts, and how they interact in the right way.

**§5 End of Meeting**

Next meeting is Monday 6/4 in the M-building at Chalmers. Nima and Josefine will not be able to participate due to a compulsory exchange weekend to Zürich.