Meeting Agenda first meeting:

Date: 27/3-17

Chair: Simon Kärrman

Participants: Jakob E, Anton, Jakob W, Simon

Objectives:

No clear problems keeping us from beginning with the project.

Reports:

No previous meetings.

Discussion:

We all need more knowledge in LibGDX so that we'll know how to code with it in mind. Finish the relevant tutorials and separate the project into views and controllers. Once we know this we'll be able to create the models and finish coding the views and controllers. This is something we will all do on our own and discuss what we find with each other.
~~We need to really plan out how to format the code, make UML-diagrams and discuss what we're doing and when.~~
~~Set up a project and push to git so that we can start coding.~~
We'll start coding the main model with all the game logic before we sync it with the graphics. We need a working testable prototype as soon as possible.

Outcomes and assignments:

We need to learn LibGDX because it will be the core for the graphics of our game. This is something we all need to do.
Until the next meeting we need to finish the following tutorials on gamesfromscratch.com:
Parts 1, 2, 3, 5, 9, 13(important), 15, 17.

Wrap up:

Next meeting is thursday the 30th of March at 9:00.