

# Meeting Agenda second meeting:

Date: 30/3-17

Chair: Simon Kärrman

Participants: Jakob E, Simon, Anton

(Jakob W is excused due to family issues).

## Objectives:

No clear problems preventing us from starting, we just need to push a project to git.

## Reports:

Everyone has followed the guide in libGDX and now has a general understanding of the framework we need to use.

## Discussion:

We'll probably not be able to use a traditional MVC with the framework provided to us by libGDX.

We need to create the project so that we can start coding it.

We have to start with the model so that we'll have a working prototype according to the use case "FIRE".

We have a standing issue regarding extensions of the program since the framework does a lot of the hard work that we thought was going to take time but that is a problem for a later time.

We need a working prototype by next thursday.

## Outcomes and assignments:

We need to create a project together.

We then need to be able to get a tank to shoot a projectile at another tank.

We'll make up the specific roles once we have a project running.

## Wrap up:

Next meeting is monday 3/4-17 at 10:10 in 6207.