Do It Tomorrow

# Meeting

Date: 15 February 2013

Location: Annexe 1-017

**Who was present?**

All four of us were present for this meeting.

* Chairperson: Daniel Hogan
* Secretary: Conor Sargent

**Agenda**

* What needs to be included in the design document
* What software will we use to create UML diagrams

**Minutes**

In this meeting we were shown sample code from projects by our lab supervisor Bryan. He gave us a crash course in 3D games programming which was very useful seen as we do not have much experience in the area. Bryan gave us access to his GitHub account so that we can use the samples he has as a good reference. We also had to opportunity to see how we can make use of a Kinect as a controller for a game.

Next up we decided to use Star UML for creating our design diagrams. Daniel and Conor had previously used this and found it to be more intuitive than Rational Rose. We got to work on these diagrams straight away. The deadline for these is noon on Thursday 21st. All of the diagrams are to be included in the design document. We are then to present our design on Friday 22nd.