Do It Tomorrow

# Meeting

Date: 22 February 2013

Location: Annexe 1-017

**Who was present?**

All four of us were present for this meeting.

**Agenda**

* Design presentation
* Coding deadline

**Minutes**

We met up early in the day to sort out which slides that we would present in our design presentation. It was decided that Colm would take the introduction, game overview and use case diagram. Daniel took the development process and the game features. Rob covered the class diagram and the GUI prototype. Conor then rounded off the presentation with a description of the development method and the sequence diagram.

Bryan informed us that there was a deadline of two weeks to get a playable prototype of our game up and running for a possible entry in the imagine cup. We now have to get some coding work done while not losing sight of our design from this week.