

Date: 2013-03-19

Facilitator: Simon Persson

Participants: Carl Jansson, Erik Tholén, Peter Eliasson, Simon Persson

Objectives: Come up with an idea to what will be developed during the project.

Reports: None, first meeting.

Discussion items:

1. What should we do as our project?
2. Should we have set roles, if so which?
3. What should the project be called?
4. What should be done till the meeting with assistant thursday?

Outcomes and assignments:

1. We will do a 2d game. The game should be controlled by the keyboard and one should be able to go to different rooms. Each room should have enemies or obstacles to get past.
2. We came to the conclusion that we will not have set roles, but rather assign tasks to who seems the most fit for said task.
3. The project has the code name "ESCP" and the game should be called "PsychoManiac"
4. Every members should try to come up with ideas for the game.

Wrap up:

Next meeting will be after the assistant meeting on thursday.