**Date:** 2013-04-08

**Facilitator:** Simon Persson

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

**Objectives:** Discussing the game's functions. Try to divide work to group members.

**Reports:** None.

**Discussion items:**
1. How to communicate?
2. Again - what roles should the members have?
3. Progress on own project?
4. What classes will we need? Structure of application.
5. What should we do next?

**Outcomes and assignments:**

1. We will use IRC when not working in the same place.

2. Carl will be responsible for administrative tasks, such as booking rooms. Simon will be taking notes during meetings. Erik will be in charge of multimedia in the game. Peter does not yet have a set role.

3. All members have tried making their own game. Simon and Erik made a game where the protagonist can be controlled with the keyboard. Carl made a game where one can navigate two objects on a plane. Peter made a game that tests collision between flying objects. Combined, these pieces should make for a good game.

4. The code will be divided into three main packages, Model, View and controller. Each model will have its own draw method and use it to draw its view.

   All members should try to make as good commit messages as possible. Development will be on a separate git branch called "Dev". The master branch should always be runnable. If one wants to add a new feature, the person should make a feature branch from dev.

   New functions will then be merged to dev, and when working merged to master.

5. Until next week everyone should write on the RAD document and do the JUnit workshop.

**Wrap up:**

Next meeting will be after the assistant meeting on thursday.