

Meeting Agenda

Date: 2016-10-02

Facilitator: Marcus

Participants: Andréas, Arvid, Daniel, Marcus, Patrik

Meeting objectives

- a. Reviewing last sprint
- b. Sprint length
- c. Review backlog
- d. Start next sprint

Changes

No changes

Review of sprint

Many of our team members had a lot of duties other than this project which in term lead to not much work being done. This will be fixed until next sprint where we have more time dedicated towards the project and our lovely refugees.

Sprint length

Sprint length was fine. Doesn't need to be changed this time.

Review backlog

We need to get things done that should somewhat represent the final build, not just placeholders of hardcoded stuff and things. Could possibly involve the games showing up in the feed.

Start next sprint

Next sprint will end on Wednesday 05/10 at 11.47 and we will have a lunch meeting then

The logo consists of the characters 'T' and '2' in a bold, black, sans-serif font. The 'T' is slightly larger and positioned to the left of the '2'. They are both centered within a light gray rectangular frame.

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