

# Meeting Agenda

Date: 26-04-2017

Chair: Mattias Torstensson

Participants: Karl Wikström, Mattias Torstensson, Agnes Mårdh

Luka missing due to other courses.

## 1. Objectives (5 min).

1. Integrate character into develop branch
2. Integrate world into develop branch

## 2. Reports (15 min) from previous meeting

- Karl
  - Worked with world.
- Mattias
  - Implemented testing
    - Implemented tests for WorldGenerator
  - Created skeleton for GameLogic class
- Agnes
  - Worked with character.

## 3. Discussion items (35 min)

- How testing works with our project.
- When to implement things

## 4. Outcomes and assignments (5 min)

- Mattias
  - Figure out if branches can be implemented into develop, if they can't: figure out what functionality they are missing.
- Everyone
  - Implement core mechanics.

## 5. Wrap up

Next meeting: Wednesday, 3/5