Meeting Agenda

Date: 05-04-2017
Chair: Karl Wikström
Participants: Karl Wikström, Luka Mrkonjic, Agnes Mårdh, Mattias Torstensson

1. Objectives (5 min).

1. Need a concrete UML
2. Need a concrete way to generate the world
3. Need to define how the swing with the hook should work

2. Reports (15 min) from previous meeting

- Everyone
  - Explored libgdx
- Mattias
  - Played around and tested some functionality/mechanics for the game

3. Discussion items (35 min)

Mattias seem to have lost access to the UML: resolved
When are we going to fix the UML?
      later in the week?
      right after the meeting?
The plan is to create uml -> create tests -> write code

4. Outcomes and assignments (5 min)

Karl & Luka:
- Continue work on world and world-generation and begin work on related tests

Agnes & Mattias:
- Continue work on character and begin work on related tests

Everyone:
- Discuss UML right after meeting

5. Wrap up

Next meeting: Wednesday afternoon april 19th.