

Meeting Agenda

Date: 22-05-2017

Chair: Karl Wikström

Participants: Karl Wikström, Luka Mrkonjic, Agnes Mårdh, Mattias Torstensson

1. Objectives (5 min).

- Fix the hook (soon)
- Implement score in game

2. Reports (15 min) from previous meeting

- Karl
 - Worked on hook
- Agnes
 - Worked with hook
- Luka
 - Worked with death screen
 - Worked highscores
- Mattias
 - Refactored and finished world generation

3. Discussion items (35 min)

- We need to fix hook!!!
- We need fix highscores!!!

4. Outcomes and assignments (5 min)

Assignments:

- Mattias
 - Debug
- Luka
 - High Score
 - Death screen
- Agnes
 - Hook
 - Implement color system
- Karl
 - Hook
 - Implement color system

5. Wrap up

Next meeting: Friday, 26/5, lunch