

Meeting Agenda

Date: 03-04-2017

Chair: Agnes Mårdh

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

1. Objectives (5 min).

1. We need to agree on a UML class diagram
2. We need to divide the work between our two pairs
3. We need to figure out a way to generate the world

2. Reports (15 min) from previous meeting

- Everyone
 - Prototyping and learning libgdx

3. Discussion items (35 min)

Groups and work distribution. One pair work with the character and the other with world generation.

World handling: Grid with pointer

4. Outcomes and assignments (5 min)

Karl & Luka:

- Begin work on world and world-generation

Agnes & Mattias:

- Character

Everyone:

- Discuss UML

5. Wrap up

Next meeting: Wednesday lunch