

# Meeting Agenda

Location: 3211

Date: 10-04-15

Time: 08:00

Facilitator: Emil Djupfeld

Participants: Jonas Jacobsson & Christian Bergström

1. Objectives (5 min)

Provide the supervisor with an update and get some feedback.

2. Reports (15 min)

Work has started on the GUI and game logic.

3. Discussion items (35 min)

Is work still progressing according to the road map? What is the next thing that has to be done.

4. Outcomes and assignments (5 min)

Construct additional use cases from possible future developments, to introduce some more complexity to the design.

5. Wrap up

Next supervisor meeting: 10-04-22 @ 08:00