**Meeting Agenda**Date: 3/5-15  
Time: 14:18

Facilitator: Jacob Duvander  
Participants: Jenny Orell, Jacob Duvander, Joel Hultin och Jennifer Linder

1. Objectives (5 min). Resolve any issues preventing the team to continue.

Separate Box2D objects from the model.

Decide if we should use hashmaps or interfaces and wrapper classes.

2. Reports (15 min) from previous meeting

Joel started with the hashmaps.

Jacob watched tutorials on how to make a menu screen in libGDX.

Jennifer did the bit maskning on the bodies. Looked into and tried to fix move and jump.

Jenny started to change the Character class, now there’s different types of characters. Tried to separate Box2D from the model.

3. Discussion items (35 min)

Discussed about our branches on git.

Discussed about how the forces and movements are handled in libGDX, and how we should work with them.

We are going to use interfaces and wrapper classes instead of hashmaps.

4. Outcomes and assignments (5 min)

The assignments are the same as from the previous meeting.

5. Wrap up

Next meeting: Tuesday 5/5-15 around 13:00