**Meeting Agenda**Date: 24/4-15  
Time: 10:46

Facilitator: Jennifer Linder  
Participants: Jenny Orell, Jacob Duvander, Joel Hultin och Jennifer Linder  
  
1. Objectives (5 min). Resolve any issues preventing the team to continue.

Make terrain and map (Tiled), check collision and how we implement it to the character.

Make more sequence diagrams.

Come up with tasks for everyone.

2. Reports (15 min) from previous meeting

LibGDX archetype made.

Runnable program done, with a character able to move in all directions.

Made a basic model, view and controller.

Started rendering a Tiled-map.

3. Discussion items (35 min)

Discussed about worries with Tiled, about the maps containing both visual and logical information. Someone should have the task to look for solutions.

Talked about other possible tasks (jumping, aiming, side-characters).

We need to make more sequence diagrams.

4. Outcomes and assignments (5 min)

Jacob Duvander made head responsible for Tiled and the map, assigned to see if there is a solution to the mixing of the visual and the logical information.

Jennifer Linder assigned to make jumping.

Jenny Orell assigned to start with the aiming.

Joel Hultin assigned to fix the input handling for above, and starting on the move-list.

After the meeting we shall make more sequence diagrams together.

5. Wrap up

We still need to talk about the collision handling

Next meeting on tuesday 28/4 after lunch.