**Meeting Agenda**Date: 26/3-15  
Time: 14:18  
  
Facilitator: Jennifer Linder  
Participants: Jennifer Linder, Jacob Duvander, Joel Hultin och Jenny Orell  
  
1. Objectives (5 min). Resolve any issues preventing the team to   
 continue.

Make at least 4 proper UC

Make a prototyp (fix a prototype)

Make a prototype of GUI

Plan two proper meetings

The Workflow

Look at graphics t.ex. LibGDX, JavaFX (scenebuilder)

Choose a name for the mother and the game.

Choose the type of sidecharacters (children/mutants)

2. Reports (15 min) from previous meeting

Spoken about RAD

Partially made the UC-model.  
  
3. Discussion items (35 min)

We will make UC:s together directly after the meeting.

We should make:

* Sideswalking
* Jumping

Make a GUI prototyp after the UCs are done.

Regular meetings at tuesdays and thursdays

Look at graphic-engines untill the next meeting.

4. Outcomes and assignments (5 min)

See 3

5. Wrap up

Not decided about names

Next meeting tuesday 31/3 after lunch