

Meeting Agenda

Date: 2013-03-21

Facilitator: Martin Calleberg

Participants: Linus Hagvall, Vidare Eriksson, Martin Calleberg, Jonatan Magnusson

1. **Objectives (5 min)**
 - a. Book a new meeting for the week after the holidays.
 - b. Decide what to do during the holidays.
2. **Reports (15 min)**
 - a. We have finished all the preliminary use cases.
 - b. We finished the UML for the use cases, as planned.
3. **Discussion items (35 min)**
 - a. What do we want to do during the holidays?
 - b. When do we meet next time, should we meet during the holidays?
4. **Outcomes and assignments (5 min)**
 - a. We all should individually code a simple version of the game (with very few functions) we want to create so that when we meet next time we can compare and decide how the real game should work.
 - b. Vidar should book a room for Monday week 15.
5. **Wrap up**
 - a. We will have a meeting on Monday, week 15.