Meeting Agenda

Date: 22/5-15, 13:37
Facilitator: Kevin Hoogendijk
Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. **Reports from previous meeting**

   InventoryView and smooth movement will not be implemented since we don't have enough time for it. Game won has been implemented by Håkansson and the rest of us has been focusing on the administrative work around the RAD, SDD and the report.

2. **Discussion items**
   a. Focus for the last week.
   b. First full release of game

3. **Outcomes and assignments**
   a. We will try focusing on the reports during the last week. We believe that the SDD and RAD are simple to finish when we are all gathered in school. The report is more of a thing each of us can work on alone at any time given.
   b. We will wait with releasing the v1.0 until close to the deadline since there may be minor bugfixes and refactoring. There will be no new features though.

4. **Wrap up**

   Everyone will work on the administrative work (SDD, RAD and report). The next meeting will be held Monday 25/5 in the milky way.