

## Meeting Agenda

Date: 2014-05-23

Facilitator: Björn Hedström

Participants: Hampus Dahlin, Björn Hedström, Pontus Eriksson, Malin Thelin

### 1. Objectives (10 min)

- Refactor classes
- bugfix
- implement visual representations to ease the learning process

### 2. Discussion items (40 min)

- Decided to skip tutorial screen as the game is mostly self explaining, will only be an obstacle to the player
- Decided to not implement as much as bugfix and streamlining

### 3. Outcomes and assignments (10 min)

Everyone will create and configure on genre each

- Björn will refactor classes and add a UIControl
- Malin will finish functions related to the game
- Pontus will fix issues connected to the music
- Hampus will implement more backgrounds and connect them to the options
- all will bugfix and streamline code

### 4. Wrap up

- this is the final meeting, no more meetings after this.