

Meeting Agenda

Location: Le Hub

Date: 2011-05-10

Time: 9:15 - 9:50

Facilitator: Viktor Åkerskog

Participants: Viktor Åkerskog, Karl Bristav, Erik Sikander, Gustav Olsson

1. Objectives
 - a. See how much progress we have made and how much still needs to get done.
 - b. Prioritize test classes.
2. Resolve any issues preventing the team to continue
 - a. No issues at the moment.
3. Reports
 - a. The game is now even more playable with a goal.
 - b. Four test classes have been completed to date.
 - c. The project is nearing the level of completion agreed upon last week.
4. From previous meetings, solved issues, e. t. c.
 - a. None
5. Discussion items
 - a. Priority of test classes
6. Outcomes and assignments
 - a. Lots of test classes still need to be written.
7. Wrap up