

Möte 7

Date: 16/4 -13

Facilitator: Andreas

Participants: Johan Gerdin, Andreas Wahlström, Erik Arnebäck

1. Objectives:

MoveUC

2. Reports:

all done

3. Discussion items:

Decide how to controll player – touch and move away from finger

Talking about how to start the report

4. Outcomes and assignments:

Linnea: improve movement

Erik: add entities to gamePlayScene

All: googleDoc , work on report

5. Wrap up

Next meeting on: 18/4 -13