

Möte 16

Date: 17/5

Facilitator: Andreas

Participants: Johan Gerdin, Andreas Wahlström, Erik Arnebäck, Linnea Andersson

1. Objectives:

2. Reports:

NA

3. Discussion items:

Target audience of report, write for coders or not? Decided on not writing about the code and instead focus on writing about the process of creating the game.

4. Outcomes and assignments:

Andreas & Erik: Unit tests

Johan: particle system

Linnea: fix player growth

5. Wrap up:

next meeting: Monday 20/5