2019-10-03 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Divide up work on SDD
* Review this sprint

§2 Reports

* Johan has:
  + Made player able to attack enemys
* Patrik has:
  + Implemented so that tiles are generated through the library ”Opensimplex Noise” with a cid instead of randomly
  + Updated the ”User interface” part of RAD
* Eddy has:
  + Updated the introduction part of RAD

§3 Discussion items

§3.1 Sprint Review

* This far what went well:
  + Communication in the team because everyone knew eachother from before.
  + Everyone has been helpful and engaged in moving the project forward
  + Meetings have been very effective, and problems have been solved together in the group during these
* This far what went worse:
  + Git has been hard to use because not everyone in the group has used it before this course
* This is what we have learnt so far:
  + Groups work togteher when having fun, mixing in the work
  + We have learned how to make sprites, handle working in git branches working together
* If we did this project again we would:
  + Be more focused on using Trello so everyone knows exactly what you are working on

§4 Outcomes and assignments

* Eddy and Johan was assigned:
  + Start work on the SDD
* Carl was assigned:
  + Update the UML to follow current project structure and add packages
* Everyone was assigned to:
  + Create new user stories and add their corresponding tasks to Trello

§5 End of meeting

Meeting ended 15:26