

Meeting Agenda

Location: 5207

Date: 2012-05-14

Time: 12.00 - 14.00

Facilitator: *Alexander*

Participants: samtliga.

1. Objectives (10 min)

Get openGL graphics for the game and make it possible to save a game.

2. Reports (5 min)

Nothing relevant

3. Discussion items (60 min)

Refactoring Swing into openGL, how to save

4. Outcomes and assignments (10 min)

Work on openGL - Alexander

Continue with Lobby - Sebastian

Work on save - Jonatan

Refactor in master - Daniel

5. Wrap up (5 min)

Nothing relevant