**Meeting Agenda**

**Date: 2016-04-11**

**Facilitator: Marcus**

**Participants: Marcus, Johannes, Oscar, Alex**

**1. Objectives (5 min). Resolve any issues preventing the team to**

**continue.**

We changed our project idea from a chat application to a 2d platform game.

**2. Reports (15 min) from previous meeting**

This is our first meeting.

**3. Discussion items (35 min)**

-2d platform game

-Features?

-Pc or android?

-Library/framework?

**4. Outcomes and assignments (5 min)**

We decided to make a 2d platform game for PC with features such as jumping, shooting, avoiding obstacles, collecting coins, using perks and fighting enemies. We will use the library/framework libGDX. The game should also contain several levels and the player will receive a score. The next assignment is to complete the RAD.

**5. Wrap up**

Next meeting: Thursday 14/4 around 11:00