**Meeting Agenda**

**Date: 2016-04-14**

**Facilitator: Alex**

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

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

**continue.**

As it is right now, we don’t have any major problems.

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

We continued working on our idea for a platform game and we have come up with an idea that we’re all satisfied with. We have set our features that we want to implement. We will develop the game for desktop (PC). We came to an agreement last time that we will use libGDX, we have also decided that we are going to use libGDX physics-engine.

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

- Graphics/Art Work

- Domain Model

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

As for graphics we will either use a free library of tiles or design some simple tiles on our own. We will have a unique design for each element (platform, player, enemy, etc). If we have time over we will make the player and the enemies animated.

We have (almost) completed our domain model. We have discussed and decided how we want our domain model to be like.

**5. Wrap up**

Next meeting: Thursday 18/4 around 14:00