**Meeting Agenda**

**Date: 2016-04-19**

**Facilitator: Oscar**

**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 finished our domain model since the last meeting, as well as started to create some assets for coins and background textures in the game. Furthermore we decided not to use overlap2d because of the outdated documentation available but instead tile maps for each level. We have also implemented our first use case, Jump, which was assigned by our administrator last week.

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

-Resolved GameView.java

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

As for GameView.java we are going to consult with our administrator this Thursday to find a solution to our problem.

**5. Wrap up**

Next meeting: Thursday 19/4 around 11:00