Meeting Agenda

Date: 2016-05-03

Facilitator: Marcus

Participants: Marcus, Johannes, Oscar, Alex

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

No issues

2. Reports (15 min) from previous meeting

Second use case is now implemented and we have started an abstraction of Box2D.

3. Discussion items (35 min)

* What happens now?
* Start working on game logic and game design

4. Outcomes and assignments (5 min)

Start working on a SDD and implementation of game logic.

5. Wrap up

Next meeting: Friday 6/5 around 13:00