Meeting Agenda

Date: 2016-05-09

Facilitator: Alex

Participants: Marcus, Johannes, Oscar, Alex

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

We have a major issue at the moment that prevents us from continuing our work. The problem is that we can’t draw graphics with stages. We are looking, right now, at a solution to that problem.

2. Reports (15 min) from previous meeting

Since the previous meeting we have abstracted box2D so the classes are no longer dependent on a specific framework.

3. Discussion items (35 min)

* How do we continue from where we are?
* What is ahead of us

4. Outcomes and assignments (5 min)

We will try to fix the major problem we encountered – we think we have a solution. Later on, we will implement more game logic and we will also work with graphics and user interfaces.

5. Wrap up

Next meeting: Friday 11/5 around 13:00