Meeting Agenda

Date: 2016-05-13

Facilitator: Oscar

Participants: Marcus, Johannes, Oscar, Alex

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

Currently we are experiencing some difficulties with the implementation of our collision listener. This is something we need to address to further advance in a lot of areas of the project.

2. Reports (15 min) from previous meeting

Since the previous meeting we have looked into animations as well as looking into how collision listeners work with box2D and the best way to implement it.

3. Discussion items (35 min)

* How do we fix our collision listener in the best way?

4. Outcomes and assignments (5 min)

We are going to focus on the collision listener as well as adding more components to the game.

5. Wrap up

Next meeting: Thursday 18/5 around 13:00