Meeting Agenda

Date: 2016-05-25

Facilitator: Alex

Participants: Johannes, Marcus, Alex & Oscar

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

Time is running out and there are still some major things to be done. The tests are still behind schedule and we need to implement the boss logic in order for the game to be as planned. We agreed to skip some of the minor implementations and instead focus on the more important features like boss, bug fixes, etc.

2. Reports (15 min) from previous meeting

Since the last meetings some tests have been written but there is still more to go. The boss is soon to be implemented.

3. Discussion items (35 min)

* What is our priority now?

4. Outcomes and assignments (5 min)

* Implement the last game logic
* Optimize code and make sure everything is in order
* Make sure there are no major bugs due to bad code

5. Wrap up

Next meeting: Friday 27/5.