Meeting Agenda

Date: 2016-05-27

Facilitator: Oscar

Participants: Johannes, Marcus, Alex & Oscar

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

Boss is still to be implemented and our number one priority at the moment. No major bugs at the moment of writing this meeting agenda.

2. Reports (15 min) from previous meeting

Since the last meeting we have successfully replaced the previous code for collision detection with more optimized and well thought out code.

3. Discussion items (35 min)

* What is our priority now?

4. Outcomes and assignments (5 min)

* Implement the last game logic
* Finalize code and implement possibility to select different levels

5. Wrap up

This is our last meeting before we turn in the project.