Meeting Agenda

**Date:** 2016-04-19  
**Facilitator:** Adam  
**Participants:** Adam, Daniel, Marcus, Patrik

## 1. Objectives (5 min)

Resolve any issues preventing the team to continue. Short clear description.

Figuring out where to start with GUI, and begin creating GUI.

## 2. Reports from previous meeting (15 min)

Each groupmember reports outcome of assigned issues, see also 4.

**Patrik:** Created packages and a main class, worked with UML and started implementing model

**Daniel:** worked with UML and started implementing model

**Marcus:** worked with UML and started implementing model

**Adam:** Bought huestew.com, fixed logo, worked with UML and started implementing model

## 3. Discussion items (35 min)

Discuss issues from 1 and 2, possibly new or more general issues (very short notes/keywords).

Discussed how the Light class should function and how lights should be controlled.

## 4. Outcomes and assignments (5 min)

Outcomes from 3. I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook). From outcomes, 1, 2 and 3, (re)assign each groupmember issues to solve.

**Everyone:** Continue implementing use cases.

## 5. Wrap up

Write down unresolved issues for next meeting. Time and location for next meeting.

Friday, April 22th at 20:00