1. **OBJECTIVES**
- Mentor meeting feedback.
- General Continued Programming, plan, work during holiday.
- Other

2. **REPORT**
- Rasmus has been working on RAD, started programming, UI sketch
- Arvid has struggled with getting the project to work on his computer, and has also done some work on the domain model, use cases and class responsibilities.
- Robert has added a JUnit test for song reading and made it work.
- Sofia has set up screens, systems and managers and rendered a test animation.

3. **FURTHER DISCUSSION**
   Mentor meeting feedback:
   We went through some general guidelines on code structure
   Remove songlist from the domain model.
   General Continued Programming, plan, work during holiday:
   We need to implement more use cases, make notes playable.
   Other

4. **OUTCOMES**
   Work distribution
   Sofia: Refactor project directories to follow MVC, and when finished, work on in-game functionality.

   Rasmus: Add documents from week 1 to git. Work on Main Menu.

   Arvid: Work on Use case diagram, domain model. Will make project work on his computer. Will then work on in-game things.

   Robert: Add dependencies for JUnit to gradle. Work on song initialization classes and their corresponding tests.

   Goal is to have a functional start menu and song playing by next study week.

   The group will keep in touch using online communication channels during the easter break.

5. **WRAP UP**
   Next meeting:
   Monday 24/4 2017 Hubben 12:00.