1. **OBJECTIVES**

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

1. **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.

1. **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
2. **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.
3. **WRAP UP**

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