Date: 23/5
Participants: Everyone

1. Objectives (5 min). Resolve any issues preventing the team to continue.
When analyzing our dependencies, we noticed two different packages which depended on each other. To continue this must be fixed.

2. Reports (15 min) from previous meeting - Each group member reports outcome of assigned issues, see also 4)
We implemented more graphical components, like a blood bar which shows how much more blood you can get from a human. The first objective classes and the structure of the objectives have been implemented. So it will be easy to just add new objectives. More lightning and shadows has been added, so everything doesn't look as flat and boring. A small preview of the menu has been added.

3. Discussion items (35 min) - Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)
Bugs have been discovered. Structure in the dependency analysis does not look promising.

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)
The bad connection in the dependency analysis makes it harder to work with the concerned packages, and we have to solve this problem as soon as possible. That connection makes our code and whole game very insecure and shaky. Two classes can't rely on each other, because it strives against a lot of design patterns. Bug fixing is very important too, which will be a great deal to us. The game will obviously run more smoothly with minimal bugs, it is self-exploration.

- From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.
Anton will continue to make progress on the menu and try to fix the connection in the dependency analysis.
Alexander will continue to analyze the project and fix unspecified issues.
Rasmus will start to implement the actual objective classes.
Johan will continue to add more items to the visual aspect.

5. Wrap up
 - Write down unresolved issues for next meeting.
The connection between the dependencies.

- Time and location for next meeting
27/5 Underjordssalarna.