

Project meeting 2

Date: 2015-03-30

Facilitator: Henrik Nilson

Participants: Axel Aringskog, Fredrik Kindström, Pär Löfqvist

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

2. Reports (15 min) from previous meeting

From Last meeting

Had some issues starting upp Git flow and Maven.

Problems fixed

3. Discussion items (35 min)

How to continue with the development, first get the gaming working in the terminal add graphics later.

4. Outcomes and assignments (5 min)

Continue working on the same things as last meeting, we plan on working together on tuesday and wednesday this week then have a second meeting on wednesday or thursday.

5. Wrap up

Next meeting 2015-04-01/02