Meeting Agenda
Date: 130418
Facilitator: Kim Kling
Participants: Kim Egenvall, Simon Bengtsson, Carl Fredriksson

1. Objectives (5 min)
    a. Next implementations
    b. Algorithms
2. Discussion items (35 min)
    a. The model is almost ready for the next dimension.
    b. How should the camera turn?
    c. Which part in MVC should be responsible for sound and textures?
    d. We need to do the following:
        i. Start implementing XZ dimension
        ii. Finish the model - Calle
        iii. Create more levels - Kim E
        iv. Create more powerups - Kim K
        v. Finish camera - Simon
        vi. Splash screen - Simon
3. Outcomes and assignments (5 min)
    a. Model should hold textures, sound etc via a string
4. Wrap up
    a. Next meeting toworrow