

Meeting Agenda

Date: 130503

Facilitator: Kim Kling

Participants: Kim Kling, Kim Egenvall, Simon Bengtsson, Carl Fredriksson

1. Objectives (5 min)
 - a. What is this meeting about?
2. Discussion items (35 min)
 - a. Game logic
 - i. We discussed how collision should be handled?
 - b. Parallax Scrolling
 - c. Game story
 - d. Level design
3. Outcomes and assignments (5 min)
 - a. Story should be about a nice evil doctor chased by the FBI
4. Wrap up
 - a. All good.
 - b.