

## Meeting Agenda

Date: 130419

Facilitator: Kim Kling

Participants: Kim Egenvall, Simon Bengtsson, Carl Fredriksson

1. Objectives (5 min)
  - a. Planning about future implementations.
2. Discussion items (35 min)
  - a. We now have a running game, looking good.
  - b. How should the “master controller” look like?
  - c. What’s the next gameplay step?
3. Outcomes and assignments (5 min)
  - a. The “master controller” should control all screen switches and each screen should be a MVC.
  - b. Next gameplay step is to implement the XZ dimension.
4. Wrap up
  - a. Next meeting is 130423.