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 (20 min)
    a. Game logic
        i. How collision should be handled?
    b. Paralax 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
    b. Use a class to calculate collisions.
4. Wrap up
    a. We have a lot to do.
    b. Next meeting 8/5