

Meeting Agenda

Date: 28/3 - 2017

Chair: Erik Lundin

Participants: Lucas Ruud, Erik Lundin, Niklas Baerveldt,

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

- Short clear descriptions
 - UML/Domain diagram
 - Assign work for the rest of the week
 - check the status on the smurf-problem

2. Reports (15 min) from previous meeting

- Each group member reports outcome of assigned issues, see also 4)
The user cases and RAD for last week was completed by the group

3. Discussion items (35 min)

- Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)
 - UML/Domain
 - Assign work for the rest of the week
 - check the status on the smurf-problem

4. Outcomes and assignments (5 min)

- Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook)
- From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.
 - UML/Domain
 - work together on wednesday to complete the UML
 - Assign work for the rest of the week
 - get the project started on git

- each person should work with the libgdx-tutorial
- read up on gradle

5. Wrap up

- Write down unresolved issues for next meeting.
- Time and location for next meeting

next meeting on Friday around lunchtime
Erik will book a room for the meeting