

# Meeting Agenda

Date: 25/4

Chair: Erik

Participants: Lucas Ruud, Erik Lundin, Niklas Baerveldt,

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

continue.

- Short clear descriptions

Anpassa koden enligt vår UML

hitta ett texturepack

Få Assets att fungera

**2. Reports** (15 min) from previous meeting

- Each group member reports outcome of assigned issues, see also 4)

UML med MVC är klar

**3. Discussion items** (35 min)

- Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)

Koden ska anpassas av en person enligt den nya UML:en vi tagit fram.

**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.

Erik ska lägga om koden

Texturepacket kollar vi tillsammans på



## **5. Wrap up**

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

