

# Meeting Agenda

Date: 2017-04-06

Chair:

Participants: Lucas Ruud, Erik Lundin, Niklas Baerveldt,

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

continue.

- Short clear descriptions

Strukturera projektet enligt MVC

Skapa Enemies

Göra klart Player

Tester

Randomgenerera karta

Finslipa RAD

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

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

Spelet är körbart.

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

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

keywords)

MVC

- sitta tillsammans och strukturera

Skapa enemies

**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.



Preliminärt ansvar

Niklas - Player, Erik - Kartor, Lucas - Enimies

## **5. Wrap up**

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

