

# Mötesprotokoll

## Meeting Information

<b>Objective:</b>	[Deciding what product to make as well as planning for how to develop it.]		
<b>Date:</b>	22/03/2017	<b>Location:</b>	Meitner,Biblioteket,Chalmers
<b>Time:</b>	15:00	<b>Meeting Type:</b>	Start meeting
<b>Called By:</b>	The group	<b>Facilitator:</b>	Caroline Larsson
<b>Timekeeper:</b>	Erik Lundin	<b>Note Taker:</b>	[Niklas Baerveldt]
<b>Submitted by:</b>	[List Name]	<b>Approved by:</b>	Lucas Ruud
<b>Attendees:</b>	Niklas Baerveldt, Lucas Ruud, Caroline Larsson, Erik Lundin		

## Agenda Items

	Presenter	Time Allotted
1 Decide meeting roles	Niklas Baerveldt	5 minutes
2 Decide what software product to make.	Niklas Baerveldt	50 minutes
3 Plan for the making of the software product.	Niklas Baerveldt	35 minutes
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## Decisions

- 1 Make 2D sidescroller.
- 2 We will share the responsibility for writing an introduction and working with the UI and use cases.
- 3 Next meeting will be held 10.00, date: 24-03-2017

## New Action Items

	Responsible	Due Date
1 Book group room	Caroline Larsson	22-03-2017
2 Work with the RAD	Everyone	23-03-2017
3 Meet with the advisor	Everyone	23-03-2017

## Other Notes & Information

The project will be a 2D sidescroller game with a Chalmers-IT-Smurf-theme. Project name is Super Smash Smurf Bae.