

Meeting Agenda

Date: 2016-05-09

Facilitator: Gustav Svensson

Participants: Marcus Pettersson, Martin Sixtensson, Erik Sänne

1. Objectives. Resolve any issues preventing the team to

- Nothing is currently preventing the team from progressing

2. Reports from previous meeting

- Use-case shoot is still work in progress but server-side is soon to be completed.
- Collision now works between players and walls.

3. Discussion items

Discussed the projects deadlines and how much time we have left. We estimate we are somewhat behind on time. We will try to work harder now that there are less activities on our schedules.

4. Outcomes and assignments

- Continue work on use-cases such as shoot and collision - Everyone
- Work on report should continue - Everyone
- Look for rogue system out print in code - Everyone be on the lookout!

5. Wrap up

Next meeting: 2016-05-12