

## Meeting Agenda

Date: 2016-05-05

Facilitator: Marcus Pettersson

Participants: Gustav Svensson, 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

- What could be moved from client to server has been moved.

- First version of report is now done. Ready to be turned in for examination.

3. Discussion items

We discussed how collision should be handled more mathematically.

Discussed if bullets should be connected to the player who shot them.

4. Outcomes and assignments

- Continue work on use-cases such as shoot and collision - Everyone

5. Wrap up

Next meeting: 2016-05-09