Meeting Agenda
Group:Top Down Bois
Date:09/09
Chair: broken
Participants: David, Olof, Samuel, Imad

Objectives (5 min)
- Resolve any issues preventing the team to continue.
- Short clear descriptions.

    - Difficult to start with actual code without knowing which libraries
      /engine we are going to use.

Discussion items (35 min)
- Discuss the identified issues, and possibly new or more general issues (very
short notes and/or keywords).

    - Decided on the engine to be used being libGDX, now that the
      decision is made we can continue further with code and constructing
      Map
    - Next stage is getting a becoming familiar with libGDX and getting
      A prototype done, very simple. Just a character moving around the
      Screen.
    - Have made a program with a ball bouncing on edges, start in
      learning graphics.

Outcomes and assignments (5 min)
- Outcomes from discussion items. Write down what's decided and why it was
decided. Sync with other documentation (add terms to wordbook).
-   (re)Assign to each group member which issues to solve.

    - Everyone read articles on libGDX and get familiar with it.
        - https://gamefromscratch.com/libgdx-tutorial-2-hello-world/
        - https://gamefromscratch.com/libgdx-tutorial-3-basic-graphics/
    - Make a prototype with a sprite which can move around with wasd
    - Book where to have handledning - F4051 15:15-16:15
        - Capone kontaktar handledare och säger till var
    - Nästa vecka sätter vi igång med spelet. Experimentera med libGDX
      och user input, vi har redan sprites.

Wrap up
- Write down any unresolved issues for next meeting.

-   Decide a time and location for next meeting.
- Möte igen på mondag.