Group: Team purjolok
Date: 17/9
Chair: Joar
Notetaker: Joar
Participants: Isabelle, Hedy, Jakob, Joar

Objectives (5 min)
- Resolve any issues preventing the team to continue.
- Short clear descriptions.
> Got stuck on making the code follow MVC.
> Problems with resizable windows and mouse inputs, supervisor said that those were not necessary.
> Have not figured out how to move from starting screen to the game.
> Problems with displaying both cards and dancers at the same time.
> Trello needs better structure.

Reports (15 min) from previous meeting
- Each group member reports outcome of assigned issues, see also 'outcomes and assignments'.

Hedy:
> Added classes for cards and tried to get them to display. Some problems with displaying multiple items at the same time.

Isabelle:
> Started with different screens, but needs to follow MVC format.

Jakob & Joar:
> Got nullpointers when trying to change the model from the controller, so nothing is happening in the view. User stories depended on each other, so Joar had trouble implementing his user story.

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

> Based on talking with supervisor:
> Ambition: Many user stories related to higher grades. Since we are having many issues, maybe we should have less user stories.
> We might remove some user stories later if we don't have enough time.
> Switching library since there might be issues with LibGDX?

We are unsure of where the issue lies, but for now we will stick with LibGDX.

Joar mentioned that he and Jakob spent a lot of time on difficult tasks this week.
Try to divide the tasks more fairly next time so that it is more fair.

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.

Wrap up
- Write down any unresolved issues for next meeting.
Everyone takes a look at Actors and Scene2d till Monday.
Finish up MVC and merge with main.
Merge MVC fixes first, then other things.
Remove camera from view, window does not need to be made resizable.