Group: Team purjolok
Date: 13/9
Chair: Jakob
Notetaker: Jakob
Participants: Isabelle, Hedy, Jakob, Joar

Objectives
- Resolve any issues preventing the team to continue
- Short clear descriptions

Reports from previous meeting
- Each group member reports outcome of assigned issues, see also "outcomes and assignments"
- Jakobs refactoring adventure is not finished.
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Discussion items
- Upcoming seminar
    - Make digital UML through some tool

- Future task organization
    - Assign a task to everyone for the week
    - Set up a sprint branch for the freshest hottest version of the game
    - Maybe create individual branches for pushes without worry?

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Outcomes and assignments
- Hedy will start looking at the cards/moves.
- Joar will work on allowing the user to interact with the game.
- Isabelle will start looking into menu/ui and working on the UML in preparation of the seminar.
- Jakob will start looking into letting the user interact with the game without changing the state of the main model until the move is confirmed. Letting the user preview moves on the dancefloor.
- Jakob and Joar will refactor the code to a MVC structure.

Next meeting: Onsdag 10:00 ish