

Group: Team Purjolok

Date: 27/9

Chair: Jakob

Notetaker: Hedy

Participants: Isabelle, Hedy, Jakob, Joar, David, Johan

### **Objectives (5 min)**

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

Would be nice if we could fix inputs from the keyboard, which seems buggy right now.

### **Reports (15 min) from previous meeting**

- **Each group member reports outcome of assigned issues, see also 'outcomes and assignments'.**

Need to check what Jakob wrote during the weekend. Merge if it works.

### **Discussion items (35 min)**

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

Find another image for the red danceFan:s so that they match, should be easy.

Would be nice if the danceMove / pattern could be rotated. - Something for the future, would be nice to have.

### **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.**

Merge what Isabelle did last week.

Add the start page - Isabelle

Fix the keyboard input bug - Isabelle?

Check what Jakob wrote - Jakob + Johan + Joar

Adding the dance patterns to the cards - Hedy

Update the images for the cards and dancers - Joar + Hedy

Visible that the turn has changed - David

Guide / explanation of the controls + explain the goal of the game - Joar

Check if someone has won (Limited by number of turns and space on the dancefloor) - David

### **Wrap up**

- **Write down any unresolved issues for next meeting.**