**Meeting Agenda**

**Location:** 3207 **Date:** 2012-03-26 **Time:** 13:00 **Facilitator:** Niklas Andréasson **Participants:** Niklas Logren, Felix Willebrand Westin, Jonathan Orrö

**Objectives**Discuss the use of frameworks.

**Reports**Basic research on frameworks done.

**Discussion items**  
Should we use (a) framework(s)?  
If so, which one(s)?

**Outcomes and assignments**We decided to use both the game framework SFML (for audio, networking, graphics and input) and the physics framework Box2D for modeling the world.

**Wrap up**  
Goals for next meeting:   
 Prototype something quick in SFML/Box2D, to get a hang of how it works.