**Meeting Agenda**

**Location:** Linsen **Date:** 2012-05-07 **Time:** 11:00 **Facilitator:** Niklas Andréasson **Participants:** Niklas Logren, Felix Willebrand Westin, Jonathan Orrö

**Objectives**  
Discuss networking.

**Reports**Bullet deletion works, and so does basic walljumping.

**Discussion items**  
Is it easy to compile on linux?  
How should we do menus?

**Outcomes and assignments**SFML is available pre-compiled for linux, which is great. This is not the case for Box2D, though, so that we have to compile ourselves.

**Wrap up**  
Goals for next meeting:   
 Begin working on linux  
 Begin working on menus