Meeting Agenda

Date: 2015/05/04

Facilitator:

Participants: Everyone

1. Objectives (5 min).

   - Discuss what have been done since the previous meeting and what should be done to next meeting.

2. Reports (15 min) from previous meeting

   - Highscore and score system finished

3. Discussion items (35 min)

   - Progress of tasks and continuos development
   - Implement multiplayer uses Appwarp

4. Outcomes and assignments (5 min)

   - Lars - create more kinds of vehicles
   - Daniel - start with multiplayer
   - Make a screen to show when a race is finished
   - Victor - AI check the difficulty of making an intelligent one, else try to do it simpler
   - Anton - main menu (try using scene2D)

5. Wrap up

   - Work on assigned tasks

Next meeting:
2015-05-06 12:00