# Meeting Agenda

Location: Skype

Date: 30/3

Time: 10:45

Facilitator: *Robin Hammaräng*

Participants: Daniel Larsson, Olle Werme, Robin Hammaräng

1. Objectives (5 min)

Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

1. Reports (15 min)

RAD is finished so the group members will look through it and see if we will need to make any changes at this point.  
David and Daniel got the sensors in the phone to work and will start to develop a gamemode from this.  
Olle will continue to troubleshoot the factory-class. There’s something wrong..

1. Discussion items (35 min)
   1. Discussion about a possible new gameMode. It’s a lot like timeattack but at the same time you will get a part of the screen will light up or display an arrow. If you get an arrow to the left you have to turn 90 degrees left before you can finish your word, if you get 2 arrows you have to turn 180 degrees, if you get an arrow up you’ll have to point the phone 90 degrees to the sky.
2. Outcomes and assignments (5 min)
   1. David and Daniel will continue to develop the new gameMode including the sensors.
   2. Olle will continue with the dictionary and troubleshoot the factory.
   3. Robin will start to write the tests.
3. Wrap up
   1. Next meeting: 18/4 12:00 preliminary time, have to double check with david.