

# Meeting Agenda

Date: 21/4-2016

Facilitator: Martin So

Participants: Michel Folkemark, Pontus Thomé(on instant messaging), Viktor Engström, Martin So

1. Objectives (5 min). Resolve any issues preventing the team to continue:

No unresolved issues

2. Reports (15 min) from previous meeting

Michel & Martin

- Created & worked on model classes

Viktor

- Made a working Intro Screen and a working menu

Pontus

- Fixed first test of use case "Move"
- Worked on RAD

3. Discussion items (35 min) - (Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)):

- Not much to discuss. Implementing features goes along well. Still more features to implement
- Just some small testing problems with JUnit

4. Outcomes and assignments (5 min) - (Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook))

We will continue working on implementing features

-From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

Viktor

- Will integrate the working playscreen with the ScreenManager and start working on the GUI

Martin:

- Work on model classes

Michel:

- Work on model classes
- Look into design of maps

Pontus:

- Work on collisionhandler

## 5. Wrap up

-Write down unresolved issues for next meeting:

No unresolved issues

-Time and location for next meeting:

Tuesday 26/4 10:00 Room 6211