Meeting Agenda

Date: 2013-04-25

Facilitator: Markus

Participants: Roy Nard, Hampus Forsvall, Johanna Hartman, Markus Norén.

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).

Tasks has to be divided between groupmembers.

2. Reports (15 min) From previous meetings, (un)solved issues,
   etc. , see also 4

All goals from previous groupmeeting has been reached. Google maps API, GUI, a question can
be accessed and anwsered.

We've had a meeting with our supervisor (HaJo) and a number of issues were brought to light.
The following issues has to be resolved:
{meeting notes}

3. Discussion items (35 min)

Knew concept, be able to identify other QuizWalker

(a) How do we do...?

   Work is coming along as planned and in line with the overall iteration schedule.

(b) What to do...?

   ○   Location API
   ○   Further GUI improvements
   ○   Create game UC
   ○   Documentation

4. Outcomes and assignments (5 min)
   Hampus: Location API, Start Game UC

Roy: STAN, local database interface
Markus: Cxreate Game UC,Start Game UC
Johanna: Mockups, Delve into scalable android design

5. Wrap up
Next meeting will be held at