

Meeting Agenda

Date: 19 May 2013

Facilitator: Johanna Hartman

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).

Discuss further assignments and research topics

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

3. Discussion items (35 min)

(a) How do we do...?

The project is moving according to plan. New challenges arise all the time but the group has managed to research and implement solutions so far.

(b) What to do...?

- A menu between game-menu and play game, the purpose should be to chose a quizwalk before engaging in one
- Implement login and register (Markus)
- CreateQuestionActivity should be nested in CreateQuizWalkActivity(Markus)
- CreateGameActivty should have to option to create a question at player position (Markus)
- A menu for editing an existing quizwalk. (Roy och Markus)

4. Outcomes and assignments (5 min)

The group will continue with the assignments stated above and other, non-specific, graphical components

5. Wrap up

