

# **Kelde, wrath of Ra's al Ghul**

## **Meeting agenda**

Date: 2015-04-15

Facilitator: Philip Tibom

Participants: Hossien Hussain, Anders Bolin, Philip Tibom, Daniel Olsson

1. Objectives (5 min). Resolve any issues preventing the team to continue.  
Updating on progress in game parts
2. Reports (15 min) from previous meeting  
UML and Use-case, What is the correct domain.
3. Discussion items (1 hours)  
How parts will connect, a MVC pattern
4. Outcomes and assignments (5 min)  
Anders will continue with implementing monsters and animation.  
Philip Tibom will work on implementing box2D and address issues.  
Hossien Hossain will work on game items.  
Daniel Olsson will work on Game screen and menu.
5. Wrap up – Time and location for next meeting  
  
Next meeting will be on 150420.