Meeting Agenda 2/5

Group meeting for group 17, Entreprenörerna

*Facilitator*: Sathian Sugumaran

*Participants*: Nima Ahmadyan, Niklas Ohlsson, Sathian Sugumaran, Josefine Svegborn

**§1 Objectives**

1. Check up on how everyone is doing with their task?
2. What to do with all the errors?

**§2 Reports**

1. The new structure is set up, with a few faults when running the main class.
2. Everyone is working on their tasks.

**§3 Discussion items**

1. Debugged main and discussed how to handle the faults and get a running program.

**§4 Outcomes & Assignment**

1. Made progress with the code, figured out what was wrong with the code, and started solving the issue.
2. Josefine is working with a highscore and menu prototype in a temporary project until the problem with the game-code is solved.

**§5 End of Meeting**

Next meeting on thursday 4/5.