Meeting Agenda 30/3

Group meeting for group 17, Entreprenörerna

*Facilitator*: Nima Ahmadyan

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

**§1 Objectives**

1. Some of us have tried using scenebuilder for making GUI, do we think it is usable for make the game?
2. What do we have to do before the presentation on Monday?
3. Set up a good file structure for the project and to push to repository.

**§2 Reports**

* Domain model is done and was accepted by Joachim.
* Everyone have finished the JUnit workshop and started looking at JavaFX but we need to understand it better.
* Niklas have sent the new repository to Joachim.

**§3 Discussion items**

1. Continue working and learning scenebuilder?
2. PowerPoint presentation for monday

**§4 Outcomes & Assignment**

1. Possibly, it seems good for setting up a base but we have not combined it with any “moving” GUI objects. Might need to try that before we decide.
2. We made a powerpoint together during the meeting.
3. This is going to be taken care by the group until next meeting.

**§5 End of Meeting**

Next meeting is Monday 3/4 in the M-building at Chalmers.