Meeting Agenda 6/4

Group meeting for group 17, Entreprenörerna

*Facilitator*: Sathian Sugumaran

*Participants*:, Niklas Ohlsson, Sathian Sugumaran

**§1 Objectives**

1. Set up a functional mvp for the game-functionality.
2. Decide if anything needs to be done during the holidays.

**§2 Reports**

1. Initiated Classes and model structure
2. Done with Java FX tutorial

**§3 Discussion items**

1. Properties and functionality of different classes

**§4 Outcomes & Assignment**

1. A functioning mvp with minor fault is set up. Minor faults include for example:
   1. not being able to shoot again if the missile gets out of screen.
   2. The missile velocity keeps increasing if you hit a monster.

These should be fixed until next meeting.

1. Due to everyone being on different locations we will not have any meetings during the holidays, but keep in touch and anyone is free to work if they want to.
2. Sathian will contact Nima and Josefine to tell them what has been done.

**§5 End of Meeting**

Decided to meet again after the break, 25/4.