Meeting Agenda

Location: 3211

Date: 10-05-20

Time: 08:30

Facilitator: Emil Djupfeld

Participants: Jonas Jacobsson

1. Objectives (5 min)

   Get some feedback on our progress.

2. Reports (15 min)

   Improved AI and renderer. We feel that we're pretty much done.

3. Discussion items (35 min)

   Emil brought up some bugs and possible fixes. What needs to be done before the hand-in on next Thursday?

4. Outcomes and assignments (5 min)

   Fix the few bugs that are still there. Maybe redesign how a new game is created to remove all non-interface cross-package dependencies. Update the documentation so that it represents the current state of the code. Prepare for the presentation.

5. Wrap up

   Hand-in and presentation on 100527.