

Meeting Agenda

Date: 2013-05-13

Facilitator: Vidar Eriksson

Participants: Linus Hagvall, Vidar Eriksson, Martin Calleberg, Jonatan Magnusson

1. Objectives (5 min)

- a. See what everybody implemented the past days.
- b. Decide what to do this week.

2. Reports (15 min)

- a. Linus has made the pathfinding better (smarter enemies, better performance).
- b. Jonatan has made some textures (weapons).
- c. Vidar has read about threads.
- d. Martin has made some graphics and made some changes to the world generator.

3. Discussion items (35 min)

- a. What should be done this week?
- b. HUD design

4. Outcomes and assignments (5 min)

- a. A picture of the HUD design is created and uploaded.
- b. All should work with assigned work as specified on the TODO list.

5. Wrap up

- a. Next meeting will be thursday 2013-05-16.