

# Meeting Agenda

**Date:** 2013-04-30

**Facilitator:** Linus Hagvall

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

1. **Objectives (5 min)**
  - a. Decide what to do until thursday.
2. **Reports (15 min)**
  - a. Everyone has done what they should have during the weekend.
3. **Discussion items (35 min)**
  - a. Should we save games? If so, how?
  - b. Should we use databases when storing the high scores?
4. **Outcomes and assignments (5 min)**
  - a. We will save games. We will discuss how at a later stage.
  - b. Linus should work on pathfinding.
  - c. Vidar should work on the menus.
  - d. Martin should work some on the WorldBuilder.
  - e. Jonatan should work on spawning supplies.
5. **Wrap up**
  - a. It's not decided whether we should use databases for storing high scores yet.
  - b. Next meeting will be this thursday.