

Meeting Agenda

Date: 2013-05-16

Facilitator: Martin Calleberg

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

1. Objectives (5 min)

- a. Find more tasks which has to be done for the game to be considered finish.
- b. Split all remaining tasks between us.

2. Reports (15 min)

- a. We have:
 - i. added more graphics,
 - ii. improved the AI,
 - iii. improved the game loop (faster),
 - iv. made the menus more functional,
 - v. made a lot of small changes and fixes,

3. Discussion items (35 min)

- a. Can we find more important tasks?
- b. How the remaining tasks should be assigned.

4. Outcomes and assignments (5 min)

- a. We will fix the JUnit tests:
 - i. Jonatan - Supply, Weapon, Projectile, World
 - ii. Linus - Enemy, Player, GameModel
 - iii. Martin - Tile, Prop
 - iv. Vidar - Score
- b. The rest of the tasks are assigned in the TODO list.

5. Wrap up

- a. Next meeting 2013-05-20.