**Summary 05.07.2018**

**Written by: Eirin**

**Attendance:**

Eirin Sognnes
Marianne Luengo Fuglestad
Paraneetharan Sabaratnam
Elise Fiskeseth
Stian Fagerli
Sofia Hestenes Eika
Jonas Triki
Jonas Trædal
Jonas Mossin Wagle

**Discussed:**

- What we have done since last meeting:
- Retrospective
- Presentation

**Tasks completed:**

- Eirin Sognnes
    - Looked through code for improvements
- Marianne Luengo Fuglestad
    - Updated documentation
- Paraneetharan Sabaratnam:
    - Worked on diagram (sequence)
- Elise Fiskeseth:
    - Looked at GUI
- Stian Fagerli:
    - Looked through code for improvements
- Jonas Triki:
    - Connected multiplayer to game.
- Jonas Trædal
    - Animation bug
    - Added take-piece animation
- Jonas Mossin Wagle:
    - Class diagram
- Sofia:
    - Created animation class that works with actors

Other:

- Discussed retrospect, what went good/bad/what to do in another project (separate document)
- Set meeting for thursday

**Moving forward**

- Animation bug on hard and intermediate (Fixed during meeting).
- Animation timer-stop