

Meeting Agenda

Date:29/4-16

Facilitator:Jonatan G

Participants: Robert P, Johan B, Gustav G

1. Objectives (5 min). Resolve any issues preventing the team to continue.

No issues.

2. Reports (15 min) from previous meeting

Targeting, both in terms of attacking and moving, most menus are working. Assignments are done.

3. Discussion items (35 min)

Only turn cycle UC;s, and graphics. Further functions!

Time to AI!

Everything!

Turn structure!

SDD?

4. Outcomes and assignments (5 min)

Johan will work with the turncycle.

Gustav will work with tile functionality (movement cost).

Jonatan will work with combat graphics

Robert will work with menu graphics

5. Wrap up

9:20 @ 2516 monday 2/5