Meeting Agenda

Date: 20/05 - 2016

Facilitator: Robert P

Participants: Jonatan G, Johan B, Gustav G.

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

Time is an issue.

2. Reports (15 min) from previous meeting

Jonatan: Combatinfo. Endstate is done. Unit sprites. Started refactor combat logic.
Johan: AI is "done". Refactor assets.
Gustav: Refactor unit and weapon. Refactored scenarios.
Robert: Status screen info & refactor. Tests for board and some states.

3. Discussion items (35 min)
Feature stop on monday.
SDD
RAD
TESTS.
Main menu view.
Enemy turn view.
Status show if enemy.
Combat preview.
Scenarios.
Name!

4. Outcomes and assignments (5 min)

Johan: Main menu.
Jonatan: Combat.
Gustav: Unit sprites?
Robert: Statusfix.

All: Tests, RAD & SDD

5. Wrap up

Monday 09:15 @ KG34