Meeting Agenda

Date: 13/5-16

Facilitator: Jonatan G

Participants: Robert P, Gustav G, Johan B

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

Nothing

2. Reports (15 min) from previous meeting

Jonatan - combat ish done
Johan - AI: turn
Gustav - AI: pathfinding, walk "animation", RN(ame)G
Robert - Tooltip, gray if "waiting", refactor in states (code duplication)

3. Discussion items (35 min)

-Main menu before game. 3 "maps"
-AI
-END screen?
-Status screen?
-Weapons?
-Tests.
-Comments.
-RAD/SDD

4. Outcomes and assignments (5 min)
All TEST, COMMENTS, RAD, SDD
Johan, Gustav AI
Gustav Main menu
Jonatan END screen
Robert HP-bars, status screen

5. Wrap up

Tuesday 9:15 @ 6207 EDIT