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