

Meeting Agenda

Date: 2013-05-10

Facilitator: Tomas Hasselquist

Participants: Sebastian Bellevik, Adam Jilsén, Tomas Hasselquist, Rasmus Lorentzon

1. Stun effects and various status effects. How to effectively add status effects to players.
2. Repeating animations work as intended and a basic stun effect works although it still needs some work
3. **Discussion items**
 - (a) What methods the server-client will need to add the correct stats to players
 - (b) How to implement stun completely
4. **Outcomes and assignments**
 - (a) Tomas will work on getting stun to work as it should
 - (b) Sebastian will implement the methods needed in player classes for the server to use it
 - (c) Adam and Rasmus will work on implementing skill effects
5. **Wrap up**
 - (a) Statuseffects still needs some minor fixes to work fully
 - (b) More implementation of various skills