

Meeting Agenda

Date: 2013-04-25

Facilitator: Tomas Hasselquist

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

1. We will talk mostly about the server functions and what will be needed for it to work as efficiently as possible with the client. We will also discuss the use of an AI controller player
2. Since the last meeting we have added animations and a lot of images for animations.
3. **Discussion items**
 - (a) What information does the server need to send out.
 - (b) How do we get the AI to function somewhat well.
4. **Outcomes and assignments**
 - (a) The server will now be implemented with the rest of the project to see about how much code we have in total.
 - (b) Sebastian will continue to work with the server and try to implement the functions we discussed
 - (c) Rasmus will start implementing some obstacle objects and start programming an AI
 - (d) Tomas and Adam will continue to work with the playermodel and mainview classes
5. **Wrap up**
 - (a) The AI still needs a lot of polishing to be at all useful
 - (b) An AI controlled player will hopefully be implemented by next time. Server should also have gotten more structure