Meeting Agenda

Date: 2013-05-07

Facilitator: Tomas Hasselquist

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

1. Repeating animations will be discussed. If we need them and how to implement

2. Statuseffects no longer stacks up by each usage instead of hit. Most skill icons have been implemented since the last meeting.

3. **Discussion items**
   (a) How to implement repeating animations
   (b) What names different skills should have

4. **Outcomes and assignments**
   (a) Tomas will work on getting the repeating animations working
   (b) Sebastian will continue to work on the server and how to implement it into the client
   (c) Adam and Rasmus will work on the animation images

5. **Wrap up**
   (a) Still some issues with how the server will control a player
   (b) Hopefully the repeating animations will work as intended until next meeting