

Meeting Agenda

Date: 2013-05-26

Facilitator: Tomas Hasselquist

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

1. Nothing since it is the last meeting for the project
2. Game works as intended and only some tweaks of skills are left to be made
3. **Discussion items**
 - (a) How to balance the game
 - (b) Getting less lag in multiplayer
4. **Outcomes and assignments**
 - (a) Everyone will tweak the game in what ways they see fit.
 - (b) Tomas will focus on Model, Rasmus on AI, Sebastian on server and Adam on output to the user
5. **Wrap up**
 - (a) Project is almost over and today is the last day to work on it
 - (b) Balancing of skills is the main concern