Meeting Agenda

Date: 2013-04-23

Facilitator: Tomas Hasselquist

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

1. We will be working with getting images and code done for small animations. Will also be working on in-game professions such as hunter, warrior and wizard

2. Since the last meeting we have added obstacles, some range restrictions to spells, new skills and new menubuttons

3. **Discussion items**
   (a) How animate the skills with so many different skills.
   (b) What does the different professions need.

4. **Outcomes and assignments**
   (a) We will be working with images to simulate animations by timing and changing image at certain intervals
   (b) Tomas will focus on the code for animations
   (c) Adam and Rasmus will get pictures for the animations done

5. **Wrap up**
   (a) Quite a bit of visual parts have been worked with but there are still a lot left.
   (b) We will hopefully be done with the animation class until next meeting