

Meeting Agenda

Date: 2013-05-21

Facilitator: Tomas Hasselquist

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

1. How to implement the server-client into the rest of the game
2. Pushing players work fully and pushed players can not move and a smoothing slow appears at the end of a push. More images has been added as well
3. **Discussion items**
 - (a) What images and animations the different skills should have
 - (b) Some thoughts about what damage and cooldowns skills should have
4. **Outcomes and assignments**
 - (a) Sebastian and Tomas will work on how to implement the server-client system with the rest of the game
 - (b) Rasmus will work on more images
 - (c) Adam will tweak skills and functionality with them
5. **Wrap up**
 - (a) Need to add multiplayer functionality by implementing the server-client system into the main application
 - (b) More images are still needed for skills to get animations