Meeting Agenda

Date: 2013-05-02

Facilitator: Tomas Hasselquist

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

1. Server and client connection will be discussed as well as skill icons and positioning of the skillbar

2. The statuseffects has been implemented since the last meeting. The AI has gotten better and and shoppingView is up and accessible after each round in the game

3. **Discussion items**
   (a) How will the statusEffects not collide when added several times
   (b) What is needed to make the Player possible to be controlled by either the player, the server or the AI

4. **Outcomes and assignments**
   (a) Tomas will work on statuseffects not stacking up by each hit but instead by each usage
   (b) Sebastian will continue to work on the server and Rasmus will work on images and and skill descriptions
   (c) Adam will work on the skill icons

5. **Wrap up**
   (a) Still some issues with how the server will control a player
   (b) Hopefully a class that lets a client from the server control the player and have the correct information sent to that client. Statuseffects should work as intended and more images should be added