Meeting Agenda

Date: 2013-05-16

Facilitator: Tomas Hasselquist

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

1. More images are needed for different skills. Pushing player when hit by a projectile skill

2. More functionality with status effects

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) Tomas will work on trying to get the player to be pushed when hit
    (b) Sebastian will continue to work on the server
    (c) Rasmus will make more images and Adam will work on stats for skills

5. Wrap up
    (a) Need to implement push of players
    (b) More images are needed for skills to get animations