

## Meeting Agenda

Date: 2014-05-13

Facilitator: David

Participants: Daniel, Erik, Jacob

1. Objectives (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- David needs more coding.
- Bullets trajectory is a bit weird.
- Add two more towers.
- Add some more enemies.
- Add a boss enemy
- Clear up MapScreen

2. Reports (15 min) From previous meetings, (un)solved issues, etc. , see also 4

- Everyone have completed their assignments.
- See objectives.

3. Discussion items (35 min)

- Why is the bullet's trajectory weird. Something 's up with the algorithm?

- What abilities should the two last towers have? Critical hits? Random hits? Egg tower? Blood knight tower?

- What abilities should the enemies have? Immune enemy? Enemy spawner? Damage-->Faster enemy?

- Boss should be? Lotsa hp, many slow, such big.

#### 4. Outcomes and assignments (5 min)

David will create a new enemy and continue work on the pause window.

Erik will create a critical hit tower.

Jacob will add a notification tab and new tower  
.

Daniel will create a new enemy.

#### 5. Wrap up