

## Meeting Agenda

Date:2014-05-02

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).

Giving away Status, the reference should contain information about the time it takes for the status effect.

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

Mostly all of the previous objectives are fixed. Some small issues with placing towers on path. The status problem. Towers aims on the old path.

3. Discussion items (35 min)

The big issue is currently with the status. Could be solved with hashmaps. The path issue should be solved within the Map class.

4. Outcomes and assignments (5 min)

Erik will fix the build on path issue.  
Jacob will fix the status problem.  
David will look into creating new enemy type  
Daniel will look into creating a new tower type.