Meeting Agenda

Location: 6205

Date: 2012-03-29

Time: 11:20

Facilitator: Markus Ekström

Participants: Jakob Svensson, Björn Persson Mattsson, Filip Brynfors, Markus Ekström

1. Objectives

- Check how people's work is progressing.
- Hand out new assignments.

2. Reports

- Björn is working with the node system and the A* pathfinding algorithm, and is working with making them work together.
- Markus has created an entity factory and modified the entity manager.
- Jakob has implemented the texture and material managers.
- Filip has worked with abilities.

3. Discussion items

- What is the next step?
- Who should do what?

4. Outcomes and assignments

Outcome:

- We decided that the next step should be to implement use cases Attack and GatherResources, and also implement the GUI for the abilities.

Assignments (to be done before the next meeting):

- Björn will continue working with the node system and the A*.
- Markus will implement use case Attack and work on the micro AI.
- Jakob will implement use case GatherResources.
- Filip will begin to construct the GUI for the abilities.

5. Wrap up

On the next meeting we will:

- Check what everyone has done and discuss the next steps to continue extending the project.