

Meeting Agenda

Location: 6209

Date: 2012-04-19

Time: 15:40

Facilitator: Björn Persson Mattsson

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

1. Objectives

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

2. Reports

- Björn has worked with unit movement.
- Markus has worked out spatial creation and dependencies in the model. He will now finish up use case Attack and the micro AI.
- Jakob has implemented resources in the visible game.
- Filip has created a main menu and worked more with the in game GUI.

3. Discussion items

- How to make movement with resources.
- Assignments.

4. Outcomes and assignments

Outcome:

- Entities occupying nodes needs to be fixed. That is so buggy at the moment.

Assignments (to be done before the next meeting):

- Björn will work with node occupation and ToDo's.
- Markus will finish use case Attack and work on the micro AI.
- Jakob will work with a Barracks structure, training units and ToDo's.
- Filip will continue with the GUI and the interaction with the GUI.

5. Wrap up

On the next meeting we will:

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