

# Meeting Agenda

**Location:** Skype

**Date:** 2012-04-26

**Time:** 21:00

**Facilitator:** Jakob Svensson

**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 abilities (mostly MoveAbility) and node occupation.
- Filip has worked with the GUI.
- Jakob has implemented some buildings and the construction of them.
- Markus has worked with the MicroAI.

## 3. Discussion items

- “Unoccupation” of nodes when entities dies.
- Lag when placing buildings.

## 4. Outcomes and assignments

### Outcome:

- Unoccupation of nodes will be done in PlayerControlledEntity.
- Lag was almost unnoticable on all computers except Björn's. The code that causes the problem will be investigated and optimized.

### Assignments (to be done before the next meeting):

- Björn will work on ToDo's and clean up code. He will also work more with movement/A\* since it might need some optimizing.
- Filip will work more with the GUI and visuals.
- Jakob will make the select spatial disappear when the selected entity dies. He will also work on the ToDo's.
- Markus will implement the strategic AI and enemy waves.

## **5. Wrap up**

**On the next meeting we will:**

- Discuss abilities and dependencies.
- Check what everyone has done and discuss the next steps to continue with the project.