

Meeting Agenda

Location: Grouproom 3209

Date: 2012-05-02

Time: 13:00

Facilitator: *Johan Gustafsson*

Participants: Emil Edholm, Emil Johansson, Johan Andersson

1. Objectives (5 min)

Decide what to do the coming week.

2. Reports (15 min)

Dynamic loading, done.

GUI in slick, done.

Path finding, done

Some enemies, done

Towers, begun, prerequisites done.

Effects, done, need some refactoring.

3. Discussion items (35 min)

We currently all know what to do.

Refactor and test Effects.

Make sure things are runnable.

Write more tests.

4. Outcomes and assignments (5 min)

Johan A: Refactor and test Effects.

Johan G: Continues work with GUI.

Emil E: Works with map-editor..

Emil J: Works with enemy value to determine which enemy is closest to base.

5. Wrap up

Workshop thursday afternoon to fix SDD and RAD etc etc etc...

Next meeting beginning of next week, possibly wednesday.