

1. Objectives (5 min)  
Nothing in the way for us to proceed.
2. Reports (15 min)  
Begun using EventBus in our code, with success.  
Added gameOption, new characters, different boards and an AI.  
Also started documenting some of the code.
3. Discussion items (35 min)  
We're satisfied with our work so far, but we aim to further improve our code to make it more effective.
4. Outcomes and assignments (5 min)  
Player win-count.  
Javacode convention.  
Boardfactory.  
AI should be able to terminate players.  
Bug with boardClassic.  
(Slicker sprite images, especially transparency.)  
Javadoc assignments: Marcus (eventpackage and utils package)  
Tomas (half corepackage)  
Henrik (guipackage)  
Anton (half corepackage)  
Delete getters and setters from GameTile interface, not used.
5. Wrap up  
Meeting with Joachim on wednesday 16/5.