Date: 17 June 17, 2011

Attendees: Andrew Smith, Jonathan Cote, Mitchell Stokes, Daniel Stokes

Topics:

1. Goal Progress:
   a. Andrew
      i. Race design uploaded
      ii. Latest version of boss monster is committed
   b. Jonathan
      i. Race is done and has some background info
         1. Cyborg like race
      ii. No progress on weapon designs
   c. Mitchell
      i. Validation code has been refactored
      ii. Power and Weapon editors are ready to go
   d. Daniel
      i. Most schemas are ready to go (except monsters)
      ii. Files relying on schemas are up to date
2. System Requirements
   a. A build of the Pepper branch is needed for the game
      i. http://graphicall.org/?keywords=pepper
   b. Python 3.2 is needed for the server and editor
   c. PyQt4 is needed for the editor
3. Weapons
   a. No one is opposed to a few joke weapons/items slipping into the game
   b. Damage will be an arbitrary value.
   c. Keep weapon data abstract
   d. Realistic ranges could lead to unhappy players
4. Death and Earth spells have been reviewed

Goals:

- Andrew
  o Work on Provian and/or Boss model
- Jonathan
  o Upload race scan
  o Character creation composition
- Mitchell
  o Get more editors working
  o Work on bgui

- Daniel
  - Start adding in content using placeholder art
    - Weapons, races, classes, etc