

Date: August 8, 2011

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

Topics:

1. Weapon Cool Down
 - a. A powers cool down is based on both the power and weapon when appropriate
 - i. A flag can be used to check for this
 - b. For now a reload animation will be ignored
2. New Team Member
 - a. Tom is busy with Patrick's project
 - b. We'll keep an eye out for any other possible members