

Meeting Agenda

Date: 2015/05/12

Facilitator:

Participants: Everyone

1. Objectives (5 min).

- Discuss what have been done since the previous meeting and what should be done to next meeting.

2. Reports (15 min) from previous meeting

- Multiplayer is ~80% completed.
- Basis for GUI done.
- 5 new vehicles added
- AI basis created

3. Discussion items (35 min)

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4. Outcomes and assignments (5 min)

- basic main menu system
- multiplayer is functional.
- basic structure of AI.
- Keep working on Ai, Gui, multiplayer and more vehicles.
- Begin cleaning up code.

5. Wrap up

- Work on assigned tasks

Next meeting:

2015-05-13 12:00