

Meeting Agenda

Date: 2015/05/18

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

- Removed logic from GameWorlds
- AI basis somewhat done
- More unit tests
- More work on GUI

3. Discussion items (35 min)

- Discuss the look of the multiplayer GUI

4. Outcomes and assignments (5 min)

- Improve logic flow - Daniel
- More AI - Lars
- Keep working on GUI - Anton & Victor
- If possible: more unit tests - Everyone

5. Wrap up

- Work on assigned tasks

Next meeting:

2015-05-20 12:00