Meeting agenda

**Date:** 2016-04-28

**Facilitator:** Andreas Carlsson  
  
**Participants:** Lina Blomqvist, Andreas Jarlsson, Felix Engelbrektsson, Robin Lilius-Lundmark  
  
1. Resolve any issues preventing the team to continue (5 min)

Need to solve networking

Two discussion items, see below

2. Reports (15 min) from previous meeting

Meeting with supervisor, went well. Nothing to change, just continue.

Begun working with HUD.

Menu up and running.

3. Discussion items (35 min)

* **Finish assignments completely**

All in favor

* **LOC/contributions per person**

Even though we feel that every member of the group participates at the same level, we also feel that we ended up askew in what every person contributes with. We have decided to try to communicate much more in this area.

4. Outcomes and assignments (5 min)

Felix refactor heuristics

Andreas new game/quit game etc

Lina HUD/Menu system

Robin moar graphics and GameCharacter debugging etc.

5. Wrap up  
 Next meeting tuesday 8:30