Meeting agenda

**Date:** 2016-05-09

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

if(network.equals(pain)) {

goGetCoffee();

}

Sickness in the group

2. Reports (15 min) from previous meeting

Sounds effects

Refactoring of network code

Struggling with networking, not getting anywhere

3. Discussion items (35 min)   
 Should we continue with network or make pure single player game

* First priority: Singleplayer on ONE computer
* Second: Multiplayer on ONE computer (two players, WASD + arrows)
* Third: Network multiplayer

4. Outcomes and assignments (5 min)

Lina: HUD, score, kill count, end game view

Robin: Game loader, get all external data

Felix: Scoreboard and pause menu

Andreas: Multiple players

5. Wrap up

Next meeting thursday 12:th may