Meeting agenda

**Date:** 2016-05-12

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

Nothing, gave up on networking

Some minor menu-issues about exact design

2. Reports (15 min) from previous meeting

Meeting with supervisor.

3. Discussion items (35 min)   
 STAN - Needs to fix cyclic dependencies

Find Bugs - 119 bugs, also needs to be fixed

Highest: A game should be able to start and end correctly

Non-bugging menus

4. Outcomes and assignments (5 min)

Andreas: menu before game

Lina: HUD + makes after-game menus

Felix: fix bugs + AI

Robin: graphic and cyclic dependencies/bugs

5. Wrap up

Next meeting monday 17:th may