Meeting agenda

**Date:** 2016-05-18

**Facilitator:** Felix Engelbrektsson  
  
**Participants:** Lina Blomqvist, Andreas Carlsson, Felix Engelbrektsson, Robin Lilius-Lundmark

1. Resolve any issues preventing the team to continue (5 min)

More than half the team is sick

2. Reports (15 min) from previous meeting

STAN & Find Bugs: Refactored so that almost all of the issues was solved, except cyclic dependencies regarding EventBus.

First priority since last time; not yet done, but soooon

3. Discussion items (35 min)   
 Upcoming assignments, mostly (see assignments).

4. Outcomes and assignments (5 min)

Andreas: Rooster + Options menu

Felix: Player-AI

Robin: last of HUD + endgame

Lina: Graphic and bugs

Someone: Mines?

Thursday afternoon: RAD & SDD

5. Wrap up

Next meeting friday 20:th may