Date: 2013-05-06

Facilitator: No one in particular, no need for it.

Participants: Carl Jansson, Erik Tholén, Peter Eliasson, Simon Persson

Objectives: What should be prioritized.

Reports: None discussed on this meeting.

Discussion items:
1. What should be prioritized?
2. How should the AI behave?
3. How should the game be built so that one can finish it?

Outcomes and assignments:
1. AI is the highest priority at the moment. The enemies should be able to "see" the hero, and only then start moving towards him.

2. When the enemies see the hero, they should start chasing him and try to hurt him.

3. Each room should require killing of all enemies within to allow progress to next room. There should be a total of 5 rooms. The last room should have a boss, and when he is killed the game should be won. The attempts should be timed, short time = better score.

Wrap up:
Next meeting will be on Thursday, May 16.