Date : 2013-05-16

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

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

Objectives: General time planning.

Reports: See point 1.

Discussion items:
1. What has been done?
2. Wishes for graphics?
3. What should be done till next meeting?
4. When should we aim to be done?

Outcomes and assignments:
1. Erik has created two new rooms. Carl has made the enemies attack the hero, and changed the design of the menu. Peter has implemented key-bindings. Simon has made the weapon more MVC-ish.

2. Back button on menus should be an arrow, other than that everyone is happy.

3. Erik and Simon should create more sounds and add more rooms and enemies. Carl should restructure the AI/Pathfinding so it is more abstract. Peter should try to fix double key-binds to the same key. Simon should try to make the doors locked till all enemies in a room is dead, and make it possible to win the game.

4. All code should be finished on monday.

Avslutningsvis
Next meeting will be Monday, May 20.