Facilitator: Allex Nordgren
Participants: Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg, Allex Nordgren
Date: 8/5-2017

Meeting Agenda

- ★ Objectives
    - ○ How is the YOLO-box connected with the rest of the game? for example the map. How do you get a player's position in a controller?
    - ○ How to get the Buttons handlers to do different things?
      Should theLostController be divided into several controllers and if yes how does that work?
    - ○ No view- or controller-classes or in model-classes!
        - ■ Path and Spaces
    - ○ Gradle? Maven? Something?
    - ○ JSON? Own thing?

- ★ Reports from previous meeting
    - ○ Maja
        - ■ fixed the player panes, so they are added dynamically depending on how many people that will play the game.
        - ■ the player panes are updated with the players' names
    - ○ Allex
        - ■ NOTHING. Ruined the project but got it working again. Le struggle.
        - ■ Tried to get Gradle working.
    - ○ Amanda
        - ■ Started implementing the buttons in the alternative/YOLO-box, so when you click on Turn Marker button it shows the alternatives that you can do.
        - ■ Implementing a method that adds a dropShadow when the mouse enter and exit the buttons.
    - ○ Miranda
        - ■ Working on a findPath-method in Tool-class as a help-method for a player's turn in LostKitten(?).

- ★ Discussion items
    - ○ How is yolo-box (aka alternative box) connected with rest of the game?
        - ■ Through lostKitten?
        - ■ What is it that the yolo-box need?
            - ● LostController handles the buttons and the text view in the yolo-box, where does it get its info about players, their positions, if they can flip markers, etc, ?
            - ● LostController needs a constructor!
                - ○ With LostKitten as a parameter?
                - ○

- - LostKitten should have a method that returns which player's turn it is!
    - Where is LostKitten created??
      - in the MainController.
  - How to get the Buttons handlers to do different things?
    - Like, when dice is needed to flip a Marker, not moving forward?
  - Should theLostController be divided into several controllers and if yes how does that work?
    - Will it be too many controllers....?
  - No view- or controller-classes in model-classes!
    - Path and Spaces?
  - Gradle? Maven? Something?
    - Ask supervisor on Thursday
  - JSON? Own thing?
    -

★ Outcomes and assignments
  - Maja
    - keep working with the player panes - updating the budget.
  - Allex
    - Still JSON.
  - Amanda
    - Continue trying to get the markers to work
  - Miranda
    - Continue on pathFinder-method
    - Fix interfaces to model-classes?

★ Wrap up
  - Next meeting: 11/5-2017 13.00 3506-E