

Facilitator: Alex Nordgren

Participants: Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg, Alex Nordgren

Date: 22/5-2017

## Meeting Agenda

### ★ Objectives

- Map consists right now of like 5 different smaller “graphs” heheee -> map is not completely connected! Will be difficult to play and win the game!
  - Should every Station has Space as neighbour so that a player always can take the bike?
  - What does variable isTramStation do?
  - A Station does not need to have another Station as a neighbour?
- SDD
  - Sequence diagram...
    - Tried to do it -> was messy!
  - WE NEED STAN!
    - Amanda fixed! :D
- How to fix Gradle...?
  - Supervisor: Copy + paste until it looks and work right!
  - Hmm
- “Rules-window” how should it look like?
- EventBus: Is trying to test to see if it works! But I can’t see if MapView can update the player’s Piece to the player’s new position!? Right now it prints out a message -> name of player and it’s position...
- How implement a player’s jack/piece/whatever it is called..

### ★ Reports from previous meeting

- Maja
  - Made a test for Station
  - Have been writing on the RAD
  - Changed Models to IModels on all places in the code but in the Map class (to not mess with the number of code lines too much...)
- Alex
  - Trying to get the stackpane in mapview to work so that markers can be visible.
- Amanda
  - Have been writing on the SDD
  - Have been connecting the budgetLabel.
- Miranda
  - FindPath should now work for stations as well!
    - (tested it from Linnéplatsen with dice = 1-6 -> seemed to work!)
  - Trying to implement the EventBus-thingie!
    - When a player’s position is updated the MapView is supposed to refresh.. For now it prints only a message.. meh.

## ★ Discussion items

- Map consists right now of like 5 different smaller “graphs” heheeee -> map is not completely connected! Will be difficult to play and win the game!
  - Make boatpaths as well?
  -
- Should every Station has Space as neighbour so that a player always can take the bike?
  - Yes!
- What does variable isTramStation do?
- A Station does not need to have another Station as a neighbour?
  - Neeein
- SDD
  - Sequence diagram...
    - Tried to do it -> was messy!
  - WE NEED STAN!
    - Amanda fixed! :D
- How to fix Gradle...?
  - Supervisor: Copy + paste until it looks and work right!
  - Hmm
- “Rules-window” how should it look like?
- EventBus: Is trying to test to see if it works! But I can’t see if MapView can update the player’s Piece to the player’s new position!? Right now it prints out a message -> name of player and it’s position...
- How implement a player’s jack/piece/whatever it is called..?
  - In MapView?
    - Yes!
    - Buuhuu, I can’t make it work... snyft

## ★ Outcomes and assignments

- Maja
  - Try to fix the rule window
  - Try to understand how to fix gradle...
  - Write more on the RAD
  - Fix the pictures in the SDD
- Alex
  - Fix the stations so that they are connected.
  - Change Station to IStation in Map!
  - Get the stackpane to work in mapView.
- Amanda
  - Change Marker to IMarker as well in Map class!
  - Write more on SDD.
  - Fix the controller-diagram
- Miranda
  - Get EventBus etc work so that mode can make the view update itself when model is updated

- Make tests for Map and LostKitten
- Finish test for FindPath

★ Wrap up

- Next meeting: Wednesday 24/5, 10-11, F4052