Facilitator: Amanda Jonsson
Participants: Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg, Allex Nordgren
Date: 4/5-2017

Meeting Agenda

★ Objectives
   ○ How to get the Players name from the textfield in the start view to the player panel in the board?
   ○ How to set a start position for a Player?

★ Reports from previous meeting
   ○ Maja has created Players in LostKitten class.
   ○ Amanda started to implement the Dicebutton
   ○ Allex made some kind of design for the board.

★ Discussion items
   ○ Continue to discuss how to make a complete "Player's Turn", like in a sequence diagram way.
      ■ Start: Player has a random start position, one of the player is randomly selected to start it's turn (this is in LostKitten class)
         ● "Simplest turn"
         ● Player picks it's way of transportation, picks bike
         ● Player rolls dice
         ● Player picks available space (nothing special about this space)
         ● Player's position is updated.
         ● Player clicks "Nästa Spelare"
      ■ Should a complete turn be in LostKitten?
      ■ Should some of it be in help classes? So that LostKitten does not have tooooo much code.
         ● Ideas?
   ○ We should really

★ Outcomes and assignments
   ○ Maja
      ■ continue with theLostKitten class
      ■ try to connect the players with the playerPanes
   ○ Allex
      ■ Continue with theLostPane.
      ■ Convert the map to json.
   ○ Amanda
      ■ Starting to implement the "Turn Marker"-button and figure out a way to represent the Markers on the map
   ○ Miranda
      ■ Make a help class that can calculate possible paths for the player to take.

- Who calls it? What to return? Hmm.

★ Wrap up
  - 8/5-2017 15:00 3506-E