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Participants: Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg  
Date: 3/5-2017

## Meeting Agenda

### ★ Objectives

- What responsibilities does the different classes have?
  - So we can see how to connect stuff.

### ★ Reports from previous meeting

- The start view is now connected with the board view when user clicks on the “Starta”-button in the start view.
- The Markers is now randomly placed at the stations when creating the map.
- The different packages have been refactored to make MVC more clear
  - View, Model, Controller, Resources

### ★ Discussion items

- Make some kind of sequence diagram in order to see how we can connect stuff.
  - from starting application to a player’s turn?
    - Got only from opening start view to get the players’ names to LostKitten. To be continued.
  - LostKitten get list of player as parameter from MainController, which get them from the start view after user fills out the names and press “Starta”-button to start a new game.
- If interfaces, which classes should have this? Why?
  - Ask supervisor.

### ★ Outcomes and assignments

- Most likely have we won’t have time to do anything until the next meeting.

### ★ Wrap up

- Next meeting, Thursday 4/5 13.00-14.00, 3505-E