Facilitator: Allex Nordgren
Participants: Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg, Allex Nordgren
Date: 19/4-2017

Meeting Agenda

- ★ Objectives
    - ○ New assignments to everyone.
    - ○ MVC! - how are responsibilities supposed to be divided between the classes? Where are GUI, controllers, listeners, logic, and so on…
    - ○ Give more code intensive tasks to those who have done non-coding stuff.
    - ○ Find more code intensive stuff to do that is not dependent on the map.
- ★ Reports from previous meeting

- - Amanda:
    - - Continued coding on the Marker class, and implemented two subclasses MoneyMarkers and NotMoneyMarkers.

- - Maja:
    - - Made a map in illustrator
    - - Made icons for start/finish places
    - - Started with the LostKitten class

- - Allex:
    - - Worked on the map.
    - - Kind of cleaned up the code for the map.
    - - Added more stations according to the new map layout.

- - Miranda:
    - - Worked on class Station
    - - Added some stuff to abstract class Marker as well

- ★ Discussion items
    - ○ Change the start positions to Lundy and Redbergsplatsen.
    - ○ Refactor the code and create view and model packages in order to follow the MVC principle.
    - ○ Colors.
    - ○ Design.
        - ■ paths between stations.
    - ○ LostKitten class:
        - ■ Calculate which spaces are available to go to.
        - ■ See whose turn it is.
        - ■ Show points for each player.
        - ■ Show what actions that are available.
    - ○ Start screen:
        - ■ Create players.

- - - Start the game.
  - ○ More code!!!
    - ■ Fun stuff.
    - ■ Achievements.
    - ■ High scores.
    - ■ Random stuff.
    - ■ Cool stuff.
    - ■ Uncool stuff.
    - ■ More cats.
    - ■ Online multiplayer. And cats.

- ★ Outcomes and assignments
  - ○ Maja:
    - ■ keep working on the LostKitten and Player class

  - ○ Amanda:
    - ■ Keep working on the Markers and its subclasses.
    - ■ Start looking how to solve the Player Panel thingie

  - ○ Allex:
    - ■ Make the map great again.
    - ■ Make the spaces MVC.
    - ■ Add stations to the map.

  - ○ Miranda:
    - ■ Stop destroying git.
      - ● Ha ha ha ha. Hilarious
    - ■ Start looking at how to code the start screen.

- ★ Wrap up
  - ○ Next meeting: Monday 24/4 - 15:15