

Facilitator: Maja Nyberg

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

Date: 24/4-2017

## Meeting Agenda

### ★ Objectives

- The LostKitten class
  - How calculate the next step? How should we implement this?
- GitInspector - works for almost everyone (75 % now, woopwoop)
- CODE! Where can we find something more to implement?
- Everyone should to tests for their classes...
  - GRADLE?? How?
- Connect stuff.

### ★ Reports from previous meeting

- Alex
  - Made the space class MVC.
  - Added tram, boat and bicycle paths.
  - Cleaned up the code a bit.
- Amanda
  - Kept working on the Marker class and implemented some methods to handle the special markers. Have been tested to create markers of all different kinds.
- Maja
  - Finished with the Player and PlayerController classes
  - Worked with theLostKitten class
  - Made a sketch
- Miranda
  - Finished Station and still working on start view, nothing pushed though.

### ★ Discussion items

- LostKitten
  - For-loop, with adjacentSpaces, the number of step of the dice. But can stop on a Station
    - Make this a class? Like a tool class, that LostKitten can call on in order to find out possible ways if there are multiple ways for the player to go?
- Code
  - We need to find more things to implement, but will for now focus on getting the game together, and then discuss it on the next meeting.
  - Add different maps (Stockholm etc)
- Tests
  - Ask supervisor about tests and gradle...
- Get the game together!
  - How connect the different classes?



- LostKitten holds the game?
  - The Main class starts the game by showing the “StartPane”, and from there you get to the “Board” where the map and player are displayed.
- Sketches
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- ★ Outcomes and assignments
  - For next time: Do a sequence diagram!
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  - Alex:
    - Create the BoardPane. With player’s panes, map and yolo-box (also known as options-box).
    - Continue with the map.
  - Amanda:
    - Continue with Marker classes
    - Start Placing Markers on Stations
  - Maja:
    - Continue with theLostKitten class. Separate the rules/nextMove to another class. Connect it with StartPane.
  - Miranda:
    - Try to connect and make a PlayerView and connect with PlayerController och Player (the model).
      - PlayerController has PlayerView and Player as arguments?
      - LostKitten controls of the PlayerController
- ★ Wrap up
  - Next meeting: 27/4 -17, 12:00-13:00, 3507-E

