

Facilitator: Amanda Jonsson

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

Date: 17/5-2017

## Meeting Agenda

### ★ Objectives

- Complete the game. How?
  - How to make a move?
    - We have the active player.
    - Wait for input from user, clicks on button?
      - move by bike, tram, etc?
  - Players's turn - how connect to the LostKitten's list of players?
    -
- SDD...
  - Wiii
- Sequence diagram
  - What sequence?
- "Rules-window" how should it look like?
- How to fix Gradle??

### ★ Reports from previous meeting

- Maja
  - Finished the test for the Player
  - Made some interfaces
  - Wrote a bit on the SDD
- Alex
  - Not much...
- Amanda
  - Have been writing on the SDD
  - Have implementing a function that update the players turn and connected the button Next Player
  - Continued implementing the Marker tests
- Miranda
  - Stuck with how a player make's a move...

### ★ Discussion items

- Make a Move
  - If player clicks on Bike-button -> map should show where player can move.
  - Work together after this meeting!
- Sequence diagram, which UC?
  - Do Marker
  - Start Game

★ Outcomes and assignments

- Maja
  - Keep writing on the SDD.
  - Help with the turn method.
  - Change objects from model to interfaces...
  - Write test for Station
- Alex
  - Same as last meeting.
- Amanda
  - Keep writing on the SDD.
  - Help with the turn method.
- Miranda
  - Same as last meeting.
  - Make tests for Map and LostKitten
  - Finish test for FindPath

★ Wrap up

- Next meeting: 22/5, 15:00-16:00, 5213