

Facilitator: Alex Nordgren

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

Date: 31/3-2017

Meeting Agenda 4

1. Objectives

- ★ Get started with coding.
- ★ Finish the UC's.
- ★ Finish the UC diagram.
- ★ Clean up the domain model. draw.io, woopwoop.
- ★ Decide which part of the application that is most important to start with.
- ★ Finish the GUI sketches.
- ★ Decide the GUI! The "alternatives window/bar/area". How should it work? What buttons? What "choices" are there in the game?
- ★ Decide what to start coding for the prototype.
- ★ Discuss if there is some functionality that we would like to add to the game in case we are done with the application before the course ends.

2. Reports from previous meeting

- ★ We have got git and intellij to work for everybody
- ★ Done with the UC's. we think. Except for play turn.
- ★ Started with the RAD and domain model.

3. Discussion items

- ★ Coding for the first prototype:
 - Draw up the map.
 - Add spaces to the map.
 - Have a player that can move freely on the map
- ★ UC:
 - Finish the Move UC. Move includes Move By Tram/Bike/Boat.
 - Player's Turn then include Move?
 - Make a additional UC "Land on station" that the different Move UCs can include?
 - Do the UC diagram (after all UC are finished)
- ★ Domain model:
 - Clean up.
- ★ GUI:
 - Discuss/decide during a meeting next week.
 - Not important for the first prototype.
 - Look through the UCs and see **EXACTLY** (wow...) what kind of functionality the GUI must support.
- ★ Additional functionality:
 - Easter Eggs!!!

- Add random crazy actions like: “You have been drinking too much coffee, do two turns” or “your bike just got a flat tire, skip a turn”
- Highscores?
- Play against the computer?
- Achievements?

4. Outcomes and assignments

★ Miranda:

- poking at the UC's.
- Finish UC diagram!

★ Allex:

- coding the map, such as adding spaces & draw the map.

★ Amanda:

- coding the “det som inte Maja gör”.
- Clean up the domain model

★ Maja:

- coding the player, move.

★ Group:

- Work on the GUI.
- Discuss our priorities.

5. Wrap up

★ Next meeting:

- Time: 15:00, 4/4-2017
- Place: 3507-E