

Facilitator: Amanda Jonsson

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

Date: 4/4-2017

Meeting Agenda 5

1. Objectives

- Finish the prototype until Thursday's supervisor meeting.
- Finish the US diagram.
- Finish the GUI sketches.
- Set up Git-inspector?

2. Reports from previous meeting

- We have finished the domain model.
- We have finished the Use cases.
- We have started on the prototype.

Alex:

- Started coding on the map and spaces.

Miranda:

- Finished UCs
- Updated domain model after seminar.

Amanda:

- Worked on the Domain model to the seminar.
- Started coding the die and did a fxml file for the playerPane.

Maja:

- Started coding the player.
- Did a fxml file for the startPane.

3. Discussion items (>'o')> ♥ <('o'<)

- Implementation of the Map. How? (づ—!—)づ (づ—!—)づ (づ—!—)づ (づ—!—)づ
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- ?? ??
- Discuss how to implement the marker-class
 - For the prototype: When clicking on a space on the map, show a marker?
 - The class Station, every station has a Marker!
 - Is Marker an interface with different subclasses for each different Marker?
 - Subclasses:
 - Money, Pickpocket, Tramcard, Kitten, Blank.
 - Marker contains a list of messages (same kind of marker can show different messages for example, where money comes from:

“Congratulations CSN!” or “Birthday present from Grandma”) and/or action?

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- Time management.
 - We have decided to have a meeting to finish the sketches and the Use Case diagram later this week.

4. Outcomes and assignments

- All: Finish GUI sketches on Thursday, 9-10
- Amanda
 - Start coding on the Marker interface together with Maja
- Alex:
 - Continue with the assignments from last meeting.
- Maja:
 - Continue with the player. Start coding the Markers class, together with Amanda
- Miranda:
 - Finish UC diagram
 - Set up some tests for Thursday

5. Wrap up

- Next meeting: 6/4-2017 9-11
- Place: 3508-E