Facilitator:     Maja Nyberg
Participants:    Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg, Allex Nordgren
Date:            11/5-2017

# Meeting Agenda

★ Objectives
  ○ Problems to connect the logic with the view… We do create playerList but when we try to reach it, it is null…
    ■ Players are created in LostKitten, there they get the name, position and balance.
    ■ But then they cannot be reached from controllers? Hmm
  ○ Problems trying to separate the PlayerPane code from the MainController to make a PlayerPane controller..
  ○ Model is not separated from the controllers and view!
    ■ Spaces has controller!
  ○ Map does not have Space?
    ■ Can not get spaces from map.getSpaces()?
  ○ We must sit down and talk through how everything is supposed to be connected!
    ■ On Sunday. All day.


★ Reports from previous meeting
  ○ Maja
    ■ Did some interfaces
    ■ Connected the player panes with names. Tried to connect the budgets to the labels for budget on each playerPane but did not manage...
  ○ Allex
    ■ Read about JSON and started to try how to implement it. (takes time)
  ○ Amanda
    ■ Implemented a method that generates a random startposition between the two possible startpositions.
    ■ Tried to connect the nextPlayerLabel and the markers but did not succeed.
  ○ Miranda
    ■ FindingPath is finished
    ■ Is working in FindingPath test, with a MockMap though.. Map, like it is now, has no list with all Spaces :(

★ Discussion items
  ○ We will discuss all the objectives on Sunday.

★ Outcomes and assignments

- ○ We will try to connect everything together on Sunday. We need to go through the project from scratch, every class and their responsibilities. From model and up!
- ○ Maja
  - ■ Keep trying to split the PlayerPane code from the MainController
- ○ Allex
  - ■ Read about json. (Maybe skip json)
  - ■ Fix spaces, stations and map.
- ○ Amanda
  - ■ Keep trying to connect the playersTurnLabel and the Markers
- ○ Miranda
  - ■ C

★ Wrap up
- ○ Next meeting: 15/5 15:00 3506-E