Facilitator: Maja Nyberg
Participants: Amanda Jonsson, Miranda Bånnsgård, Maja Nyberg, Allex Nordgren
Date: 25/5-2017

Meeting Agenda

- ★ Objectives
    - ○ Sequence diagram?
      - How does the moveByBike look like?
    - ○ When you find the Cat your balance gets 0 or 1, do not really know how to solve this?
    - ○ Imageviews?
    - ○ HOW TO SHOW MARKERS (that are still there), the method we are trying does not seem to work. Waste of time…
    - ○

- ★ Reports from previous meeting
    - ○ Maja
        - ■ Fixed the rule window
        - ■ Wrote on the RAD
        - ■ Fixed the View and Model pictures in SDD
        - ■ Wrote Javadoc
    - ○ Allex
        - ■ Read a lot about stackpanes, still trying to get the size of the inner gridpanes to be correct. Takes a lot of time and i don't get it working.
    - ○ Amanda
        - ■ Been writing on the SDD
        - ■ Have been writing javadoc two some classes
        - ■ Done sequence diagrams and dependency analysis
        - ■ Implemented functions that make sure that you can not flip the same marker more than once
    - ○ Miranda
        - ■ NOW the FindPath works
        - ■ When a player clicks on "Move By bike"- button now the map is updated and visually indicates where player can go (in a very pretty ==yellow== colour)!!

- ★ Discussion items
    - ○ Should create a TODO-list:
        - ■ BoatStations?
            - ● FindPath will need to be adjusted if we have Boatstations
        - ■ Update player's position when player has chose a space
        - ■ Make Mapview also update the player's jack so the move is visible.
        - ■ Get the mapView to work, show markers and players.
        - ■ Show the cat/västtrafikkort pictures when the players get them
        - ■ Rename Intefaces to Interfaces

- ■ Write tests for: TheLostKitten
- ■ Remove all System.out.prints
- ■ SDD - sequence diagram, write about find path, explain controllers
- ■ Check if someone won the game!
- ■ Make a pane for winning the game -> play again? quit?
- ■ GRADLE
- ○ SDD - what's missing?
  - ■ Write about FindPath
  - ■ EventBus?
  - ■ Explain the controllers
- ○ Refactor the controllers?
- ○ We can if we do not have the time just make the markerbutton diasble or set a text on the alternativeText that the marker is already turned. This works right now!
- ○ Change the setNewBudget so that when you get the Cat or the tramcard the budget stays the same
- ○ Set fixed size for the view of the game to make it easier to get the map correct!(?)

- ★ Outcomes and assignments
  - ○ Maja
    - ■ Try to fix cat/västtrafikkort issue
    - ■ Game over pane
  - ○ Allex
    - ■ Same as last meeting, or maybe do something else about how to display the markers and players.
  - ○ Amanda
    - ■ Fix the budget when you get the cat or tramcard
    - ■ Write Test for TheLostKitten
    - ■ Continue on the SDD
  - ○ Miranda
    - ■ Continue with the Player's Move - update position when player clicks on a space and then move player!