Discord

Bilal   
Chris  
Steven

In Person

Agenda

* What do we want out of this course?
* I want a good grade without having too much stress
* What have we done this week?
* Organizers, pestered people for code, scheduled meetings
* Documenters, Learned Latex,
* QA, read up on unit testing, and JUnit
* Coders:
* Set up repo, and GitHub stuff
* Format MVC, made Classes, some of the UML, some ER
* Documenters need to make the UML
* We are trying to plan first and code second instead of the usual code first habit. Hard habit to break.
* Objects recreated: Board (2d array), Card(Type, State-Overturned or not, Word)
* Objects Created: Player UML,
* Strategy Framework
* MVC-> basically three java packages
* Game Controller: start(), main\_loop();
* When someone clicks something in the view, which contains the cards, board, it (the event) gets sent to the controller as a request translates it to an operation and passes that to the model
* JavaFX has been added to our toolset
* What do we want the game to look like.
* (See png)
* Documenters: Do detailed UML
* We discussed string vs database for words
* How much does each member need to know.
* Complete UML, start code, database set up, Junit test cases, and write up stories.
* A story/ use case is what we expect to happen when we click direct stuff