Meeting Agenda

Date: 30/03-17

Chair: Alex Nitsche

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

1. Objectives (5 min). *Resolve any issues preventing the team to continue*

- Clear up the User Cases
- Discuss UC diagram
- General design (minor point)

2. Reports (15 min) from previous meeting

- Adam has renamed his UC's and edited them so they match the UC Diagram
- Ken has renamed his UC's and has edited them so the match
- Alex cleaned up the RAD, making parts clearer and easier to read

3. Discussion items (35 min)

-Discussing UC's
     -How we should connect the UC's
     -If are they correct
     -Making sure they are relevant and that the names are correct
-Added some UC's, was also added to the diagram
-Design elements such as points, how to score and powerups

4. Outcomes and assignments (5 min)

- Outcome from 3. I.e write down what's decided and why it's decided? Sync with other documentation (add term to work book)
- From outcomes, 1,2 and 3 (re)assign each group member issues to solve

-Adam fixes UC-git.
-Adam makes Playing Game UC
-Adam checks that UC miss ball and move ball
-Adam and Alex fixes the UML Class Diagram
-Alex checks UC move pad and hit brick
-Alex makes a UML variant that is going to be presented
-Ken does a bouncing ball (90 degrees) testcase
-Ken checks that the include and extends clauses in the UC matches the diagram

5. Wrap up

- Some UC-Names are not changed yet, should be done soon
- Pad is not implemented yet (deadline next week though)
- Ball exits, can't bounce yet
- JUnit tests are not implemented yet (deadline is next supervise meeting)
- Time for next meeting 4/4-17