

Meeting Agenda

Date: 29/03-2017

Chair: Ken Bäcklund

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

1. Objectives (5 min).

- Continue with Use Cases
- Discuss prototype for next week
- We need to continue discussing the UC-UML
- We need to continue discuss Domain-UML
- Discuss over Rad finalization.

2. Reports (15 min) from previous meeting

- We will use the feedback from last supervisor meeting to rework our Use Cases a bit as they were not properly designed.

3. Discussion items (35 min)

- Alex believes game stats are more important since it's easier to implement, and game AI on low priority. Adam and Ken agrees.
- Rad is basically done, there are some parts remaining such as adding Use Cases.
- Discussed on what to include in the first prototype. JUnit tests high priority for now.
- UC-UML is almost done. Highscore and menus will be removed, add stats instead.
- Domain-UML, we should fix arrows and implement changes from UC-UML.
- Alex wants to discuss more on the details on Use Cases and their names.
- Use Case MissBall will be kept for now and not integrated into other Use Cases.
- After discussion, we decided that MoveBall will be kept as a separate Use Case.

4. Outcomes and assignments (5 min)

- Adam and Ken will change names on Use Cases as discussed until Thursday.
- Alex will work on fixing the text in the RAD until Thursday.
- Alex will work on implementing a pad until beginning of next week.
- Ken will work on adding a bouncing ball
- We will all add JUnit tests for testing pad and ball before next supervise meeting.
- Adam will add board model.

5. Wrap up

- Next meeting planned tomorrow, 30 march at 11.00.