

Summary

15.03.2018

Attendance:

Elise Fiskeseth

Sofia Hestenes Eika

Eirin Sognnes

Marianne Fuglestad

Jonas Mossin Wagle

Stian Fagerli

Jonas Triki

Jonas Trædal (**new member**)

Paraneetharan

Written by: Jonas Triki

Objective of meeting:

- Go through what we have done so far in task 3.
- Update backlog/TODO.
- Welcome the new member; name introduction and make sure he is up to date.

Discussed:

- What we have done
 - Marianne has implemented Pawn, but tests are yet to come.
 - Elise has looked at Queen.
 - Stian has made a class for registering players; tests are still to come.
 - Sofia has made the main menu (GUI) and made the Bishop class.
 - Jonas W. has looked at AI and implemented an easy AI. He also made sure all the piece classes returns correct algebraic notation + made Move class.
 - Eirin has worked with many of the piece tests, looked at Board class and implemented logic to capture piece.
 - Jonas T. has looked at the GUI, made a live prototype and refactored some of the piece classes.
- Backlog/TODO is updated.
- New member has been introduced to the team/project.
- Retrospective; discussed what went wrong/worked.

Moving forward (monday meeting):

- Discuss what we have done so far.
- Assign "left-overs".