

## **Summary**

**12.04.2018**

### **Attendance:**

Elise Fiskeseth

Sofia Hestenes Eika

Eirin Sognnes

Marianne Luengo Fuglestad

Stian Fagerli

Jonas Triki

Jonas Trædal

Paraneetharan Sabaratnam

Jonas Wagle

Written by: Sofia Eika

### **Objective of meeting:**

- Discuss what we have done so far
- Update to-do
- Delegate new tasks

### **Discussed:**

- What we have done:
  - Eirin: Made icon. Made Chess 960, a random chess setup. She had some problems with the castling.
  - Jonas Trædal has made the basis for the advanced AI. He still has to revise what he has done and fix some bugs.
  - Stian has refactored some code and and discussed databases with Triki.
  - Triki has found a database, replaced the old player register functionality and implemented the database class. Has also done some changes to the highscore to accomodate for the database logic.
  - Paraneetharan has worked with the sequence diagrams.
  - Marianne has added a mute button and added updated documents to the repository.
  - Sofia has fixed the highscore screen in the main menu, both to improve it visually and to accomodate for the database transition.
  - Elise has worked with the pawn promotion menu.
  - Jonas Wagle has worked with the AI as well as fixed bugs. He is also currently working with the class diagram.
- There are a substantial amount of bugs we have discussed and as well as how to fix them.
- The need for refactoring some places in the code.
- Added to-dos:
  - Multiplayer screen
  - End screen
  - Bug
  - Time increment functionality

**Moving forward:**

Everything from task three must be done until next group meeting. We will then start task four.