

Summary

16/4-2018

Attendance:

Eirin Sognnes
Marianne Luengo Fuglestad
Paraneetharan Sabaratnam
Stian Fagerli
Sofia Hestenes Eika
Jonas Triki
Jonas Trædal
Jonas Mossin Wagle

Written by: Marianne

Objective of meeting:

- Discuss what we have done so far
- Discuss what needs to be finished before the next meeting
- Delegate remaining tasks

Discussed:

- What we have done since the last meeting
 - Eirin
 - Has implemented bullet, blitz and rapid chess, and has worked on the undo functionality.
 - Jonas Trædal
 - Has improved the expert AI further.
 - Stian
 - Has added more descriptive game over explanations to the end screen.
 - Marianne
 - Has added a fix to the default setup, and has worked on resulting bugs.
 - Sofia
 - Has added a screen which makes it possible to play different game modes in multiplayer.
 - Jonas Triki
 - Has refactored the code in Board, making the choice of pawn promotion possible in the GUI.
 - Jonas Wagle
 - Has improved the class diagram further.
 - Parani
 - Has finished the sequence diagrams.
- Task delegation for the last few days of this iteration

Moving forward (Thursday meeting):

- Fix the remaining bugs
- Finish the retrospective summary
- Finish the presentation
- Update the class descriptions
 - A short description of the main classes, interfaces and relationships in the design model.