

## **Summary**

**19.03.2018**

### **Attendance:**

Elise Fiskeseth

Sofia Hestenes Eika

Eirin Sognnes

Marianne Luengo Fuglestad

Stian Fagerli

Jonas Triki

Jonas Trædal

Paraneetharan Sabaratnam

Written by: Marianne

### **Objective of meeting:**

- Go through what we have done since the last meeting
- Keep working on remaining tasks
- Identify and continue working on fixing bugs

### **Discussed:**

- What we have done since the last meeting
  - Eirin has fixed several bugs, added playerColor functionality, and fixed the castling functionality
  - Marianne has worked on Pawn and PawnTest
  - Sofia has worked on the GUI, plus the Bishop class and the functionality for transaction between the menu and the code
  - Jonas Triki has fixed several bugs in the piece classes, and worked on the Checkerboard class
  - Paraneetharan has made a sequence diagram
  - Elise has added move history to the GUI
  - Stian has updated the file handling functionality, as well as worked on the highscore list
  - Jonas Trædal has worked on the intermediate AI
- Discussed remaining tasks
- Discussed some of the remaining bugs

### **Moving forward (Thursday meeting):**

- Discuss what we have done so far
- Finish the retrospective summary
- Plan the presentation