

Summary

22.03.2018

Attendance:

Elise Fiskeseth

Sofia Hestenes Eika

Eirin Sognnes

Marianne Luengo Fuglestad

Stian Fagerli

Jonas Triki

Jonas Trædal

Paraneetharan Sabaratnam

Written by: Jonas Triki

Objective of meeting:

- Discuss what we have done so far
- Finish the retrospective summary
- Plan the presentation
- Update the class-diagram
- Video 1 min
- Screenshots
- Update team plan

Discussed:

- What we have done since the last meeting
 - Eirin has implemented end-game; draw, checkmate. Fixed a lot of bugs in pieces + promotion.
 - Marianne has worked on Pawn, tests and fixed a lot of bugs + en passant.
 - Sofia has updated licences.
 - Jonas Triki has fixed the checkerboard, connected ai, multiplayer, game-over, bugs.
 - Paraneetharan has worked on the sequence diagrams.
 - Elise has written the retrospective summary and is working on the presentation.
 - Stian has been debugging the UI (main menu), refined and is working on the rating-system.
 - Jonas Trædal is working on the intermediate AI and the tests.
- Discussed some of the remaining bugs
- Presentation
- What to do with class diagram
 - Jonas Triki will remake it before deadline
- Video recorded
- Screenshots taken
- Team plan update deligated.

Moving forward:

- Final push before deadline friday 12:00.