

Date: 21/4-16 **Facilitator:** Philip Ekman

Participants: Emilia Vestlund, Razmus Strandell, Emil Hukic, Philip Ekman

1. Objectives (5 min). Resolve any issues preventing the team to continue.

Discuss who will code what and delegate different implementations.

2. Reports (15 min) from previous meeting

We started implementing different use cases. In particular we have implemented the use cases:

- Add Deck
- Add cards to deck
- Play through a deck

3. Discussion items (35 min)

We discussed in general how all of us want the application to work. We had different views of the application logic so we cleared some things out so that all of us have the same view of how the application should work now. The discussion was mainly about how the user should be able to play through a deck.

4. Outcomes and assignments (5 min)

Emil will continue on the model and extend the current models with more attributes.

Philip will continue implementing the database and do a interface so that our database wrapper is easily changeable.

Rasmus will look into techniques to swipe cards and different stable shuffle algorithms. Also start with the different modes on the deck.

Emilia will start looking into different implementations of calendar. So that we can have a sustainable way to keep track of time and notifications.

5. Wrap up

Next meeting will take place 24/4.