

# Mötesprotokoll

## Möte 5

### **Discussion items:**

1. We talked about checking for larger code smells in our program such as two classes being dependent on each other.
2. We also talked about finding a program to generate UML-diagram for our project.
3. Another talking point was to not work as much on the program this week after working the last three weeks quite much with it.
4. As well as adding things to the server we started talking about how we will implement the server in our game.
5. Talked about adding a model for the menu. That is because we want to make the View more “stupid” and if we want to add more settings then a model would be more fitting.

### **Outcome:**

1. We decided to use STAN to look for faulty dependencies between classes and packages.
2. STAN also worked as a UML-diagram generator so we decided to use that as a UML-generator as well.
3. Nothing major was to be added to the program but minor fixes and changes will be made.
4. Talked a little bit about it but nothing was decided.
5. We decided that we will add a model to the View as we want to add more settings in the future and also want to make the View more “stupid” and know less.