**Summary 13-10-2015.**

***Introduction:***

* Take an individual round about what each other had worked with since the last meeting.
* Talk about the courses which end soon.
* About the time we have to the project.
* Discussion about what we wrote.
* Problem domain: Class diagram (we should follow the book)
* Cluster.

***Question to the materials:***

* Behavioural pattern, not mentioned in the events.
* Delete a team, not included in the event table.
* The supervision doesn’t know a division tournament.
* Match is in the division tournament
* Division list of tournament which have list of match
* Pool should have a division.
* 0 pool have 0 field?
* All teams should play on 2-3 fields.

***Supervisor advice:***

* Our diagram is fine for now
* The relationship it little bit confusing.
* We should describe the relationship better.
* We had changed the property in the behavioural pattern.
* When we create the schedule, create match,
* We should let him search about the attributes for teams, matches etc. after that we should recreate the schedule.
* We should implement the schedule better.
* If someone come late, what to do?
* Meeting time is important according to when matches should be played.
* Our planning time is real life; we know it before.
* We plan which team should be played with each other.
* We should give some name identifiers to the match.
* We got a template, but no name of the teams, only who wins and go ahead.
* The teams who played get a break before the next match.
* We should have mentioned what we had do in the function (system definition)
* We should have finished the application domain, and then our supervisor will discuss about it.
* Question about the use cases? We had make different examples between the both football cups. A: many matches, B: minimum matches.
* Our use cases sound good!
* We had looked on the result in the tournament.
* Cu map and piratliga wont let us scheduled.
* Doubt about the functions in use cases.
* Use cases, what the user can

Functions: what the system is allowed to do.

* Action: Bus moving forward (bus example)

Capable of the system

Chapter 7 and 8

* User cases: how the actor act on it, how can they use the system.
* Option register system.
* The user interface: final system support.

We have thought about the drag and drop.

* We use some bracket issue stuff.
* We think about excel sheets.
* We can use TeamViewer or skype to communicate with the team manager about the tournament the schedule
* Keep our program simple.

**Next time:**

* We should make user interface
* 29-10-2015 we should evaluate the user interface.
* The prototype should be finished/evaluate important!
* Complete the application domain.
* Group work: we should make some notes every time.
* Prototype (proto.io) we can make the web domain.