***Summary: 23-09-2015…***

***Introduction:***

* Discuss about homeless people. Which we don’t get response from
* The Football tournament, about the interview we planned to made.
* We sent a lot of e-mails about 20-30, we only get response from few.
* Talk about the tournament plan (structure to the different team)
* Talk about the information we get from “hinnerup cup”
* The “hinnerup cup guy” use excel to make tournament plan

***What we had do and what next?***

* Some cup use a tournament plan program called Cumap.
* Talk about that Magnus used strings to make a plan.
* We had make problem declaration to find some interesting problems.
* We discovered that there are different group structures in the different cups.
* We had done a problem analysis
* Talk about the C# and database MySQL.

***Supervisor tips:***

* We should think about how we could realize the problem=
* We should include many problems
* We can take some prediction.
* We should think about which place a team should have played, and make a solution to it?
* Make a team profile, which include e.g. records.
* When we finalize the problem, we should make a problem analysis.
* We should evaluate our user interface after we design it.
* We could make a base figure of our program, the simple things.
* We should put the interview in the appendixes.
* We should describe how we use the interview
* We should write the answer to the questionnaires.
* The system architecture, have different level, higher level.
* Test: User test, Unites and integration test:
* We shouldn’t mention the Unit test.
* The supervisor doesn’t want a description of the Unit test.
* We should make requirement matrix, what we are testing and what we want to do?
* Unit test come first, integration test, user test.
* We should develop some methods and describe it in a section/chapter
* Method description should be
* We should create a drop box folder and share with our supervisor:

*We should put a summary of the meeting,*

*Plan for the next week.*

*What we had do*

*He should have a chance to see what we had do*

* We talked about the trello:

Deadlines

* Who worked with what.
* Mentioned the things we do.
* Dates to finish some part of the project.
* Commit each time when we finish some parts.
* We should create user cases (our solution) what we think?
* We should write about the limit of the user cases
* Write a lot of user cases.
* With use cases we can discovered the classes, object, the problems
* We should check some example of User cases.
* We should put the use case in some roles, so there are different roles.

*Person who managing teams*

*Group game with the final*

Etc.

* Talk about the C# and database MySQL.
* Our supervisor will help us with database
* The supervisor will only see to the knowledge we have to the project.
* We should have everything documental
* The person who have less work should ask what to do next?
* Find the problem and create the User cases.
* We should Define a problem, understand the problem
* Database model
* Workfloud, if we scheduling some thing, we should show what

***Next week***

* We should have the Problem analyse document ready
* We could call the cup manager again “Magnus”
* We should make video call to him “skype”

***Next supervisor meeting***: Tuesday between 10 and 11 o`clock…..