**Summary 27-10-2015.**

***Introduction:***

* Talking about our finished user interface
* Our prototype looks good (Bhuvan)
* We need a time interval to the prototype.
* We had planned a interview with the two cup manager on Wednesday about the prototype.
* We made a lot of changes to the prototype.
* We will make a summary about the prototype.
* Talk about some different user interface.
* What we had planned to do to our prototype.

***Supervisor advice:***

* We should make some description of the prototype/interface (some photos of it)
* We should make some changes to the prototype/user interface.
* We need a server located.
* We can make a model of view (MVC) model view control. Is up to us if we will use it or not.
* The main part we can do in ASP e.g. filter we can do in JavaScript.
* The other things we can do in C#
* The interaction between client and our server.
* We can use some xml protocol.
* SOAP and rest.
* We need to describe what the tournament planner can edit.
* Something should be static.
* Find a centre and get a circle.
* 4 to 5 matches we should think about how impact is it.
* The first match changing and second match satisfied
* We should try to handle 1 or 2 matches.
* He can change 1 or 2 team on a time, not more.
* In the last requirement: Excel sheet.
* When we design the components we should think about the technology.
* We should think how things technically can work.
* When we make the component architecture, we should think about how it can be implemented.
* We should ask the manager some question after the assignment

***Interview:***

* We will make some assignment to cup manager.
* Make it via a phone call/skype

***Design:***

* Design is okay.
* In the system requirement. The tournament schedule could be changed by a cup manager.
* We had updated our system.
* If we move a match, there will be indication that tell that the manager should change it. We will not change it.
* We will not calculate the rest match again. We just say that it doesn’t work.

***Next time:***

* We should have finished the design chapter: model component and process.
* Evaluate the user interface.
* Complete the user interface.
* Ready to implement.
* We should split our group.