**Summary 06-10-2015…**

***Introduction:***

* Talk about the materials we have sent to the supervisor
* Told the supervisor that we missing some summary.
* Talk about the analysis we have done
* See on the semester description.
* Check the activities on the semester description
* Talk about which analysis we used.
* Talk about the plans and classes.

***The program:***

* We can make an extra class with a list.
* We don’t need a list with fluffy classes, its what we think.
* Make it simple.
* In a main control we could create a list.
* There is no need for many events with list of match played
* The output in our program is the schedule.
* We will get all information at once.
* In the process there could be any chance we think.
* We should ask him about the teams.
* We will highlight the data.
* We always think about the best solution
* We should tell the cup manager about the pools.
* We had made class diagram and we have put all the class in it.
* We make the whole pool on same field.
* Two field for one pool? what can we do.
* We had created finals for A, B and C others.
* We put the final stage and group stage in the tournament.
* Pool and group is the same thing.
* Group is the list of pools, and pool is a list of matches.
* We talk about the different option the user have.
* The team manager should change the document to delete or change something about the teams.

***Supervisor tips:***

* The supervisor can’t see any good subclasses.
* If the want to implement: field matches and teams etc. we need more classes
* We need list with pools, matches and teams.
* We can not retrieve the list.
* We need to store a list.
* It’s a one time running program.
* An event could be created when someone dropped the pool
* We can look about the sheets and matches and load them
* Get the number of teams.
* We could give him a file with sheets and match details.
* Two match should not be played at same time, what can we do?
* We shouldn`t hardcode
* Our problem is to solving.
* We should to see to the classes again.
* We should think about the attributes
* We shouldn’t line the user input up
* We should mention when the pool ends up.
* Match should be a class, and group stages should be a subclass.
* We can use the class to load everything.
* We could have a location class.
* We should make the list of final stage and group stage.
* Our class diagram is OK.
* We should look on the diagram again maybe.
* Next time we should talk about we each have does.
* In the application domain we should have a use case.
* Our materials Is okay. We should refine it.
* The description of the interview should be at the last in appendix.
* Add match, remove a match should be easy to do.
* We should have real user to use the program.
* We should complete the application (waterfall)
* We should make a proper type requirement.
* Can we reuse the program after change?
* Create a new schedule.
* We should learn about the databases.
* We should know about the implement

***Next week:***

* Problem domain should be finished
* Application domain should be finished
* The prototype should be redefined next week after the next week
* User interface.
* We should see to the online web application design
* Evaluation of design after requirement.
* We should work with pencil project.