MEETING 2 MINUTES. 09/14/2019

RESOLVED:

* A close up of text on a whiteboard

  Description automatically generatedCombine Fleet class into Admiral. Admiral now contains an array of Ship objects.
* The format for coordinates is now **<row>:<column>** where <row> and <column> are both numbers
* Admiral now contains only one Grid, which contains all the data necessary to generate the Shipmap and FiringMap displays that correspond to it.
* Index.html has 4 tables on it, 2 for each player
* HTML page wireframes:

A close up of text on a whiteboard

Description automatically generated

DIVISION OF TASKS GOING FORWARD:

* Connie:
  + Test code that has been written so far, prioritizing Ship and its interactions with Admiral
  + Prune unnecessary setters/getters in Admiral
  + Work on whatever anyone else wants help on
* Ethan:
  + Setup onclick events in setup/ index.html
  + Create methods for setup.html (preparing the game)
  + Add in sessionStorage functionality between pages
* Archana:
  + Create a ‘setup.html’ page that is used to place the ships
  + Add setPlayerNames(), setShipCount() to gui.js
    - Add input text box and default values of player names
    - Add input text box to choose number of ships
      * Make sure it is between 1-5 and not a decimal value
      * Pass this on to the place ship function
* Malena:
* Kyle: