

Meeting Agenda

Date: 21-04-2016

Facilitator: Julia

Participants: Kevin,Petros,Long,Eric

1. Objectives (5 min). Resolve any issues preventing the team to continue.

1.how to communicate between server and client?

how to represent queue?

- Short clear description ([http://en.wikipedia.org/wiki/Issue_tracking_system||use an issue tracking system]).

2. Reports (15 min) from previous meeting

Reworked some of the Diagram UML

Ran some dry runs

Hardcoded some classes

- Each groupmember reports outcome of assigned issues, see also 4)

3. Discussion items (35 min)

firebase,socket,retrofit to communicate?

queue using id , problem need to sync between all phones. Important that the queue is synced with every client.

Where to host data, maybe better on server than host.

- Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)

4. Outcomes and assignments (5 min)

Look at JÚNIT

gradle

start on mvc-version of project

- Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook)

- From outcomes, 1), 2) and 3) (re)assign each groupmember issues to solve.

5. Wrap up

- Write down unresolved issues for next meeting.

- Time and location for next meeting