Meeting Minutes: 2/15/20

Meeting Start: 3:50pm

Present Members: Tristan Redding, Matthew Floyd, Ben Wabschall, Yun Chi, Bryce Ostrem

Basic goals: Identify and work on neccessary code to complete the current checkpoint

Checkpoint goals

All members collaborated on figuring out the specific requirements for the current checkpoint

Screenshared through Tristan's computer, we viewed the instructions pdf

The quit button needs to be functional as well as having a good design document written

Code

Quit button + the other two buttons were implemented on Tristan's computer with the rest

of the group reviewing.

Discussion of resizing factors

Found Jframe constants for the top left corner of the window that can

be used to anchor the other components/frames to make resizing possible

Github Use

Made clear proper use of git functions including branching and pull requests

Made sure all team members were clear on use to prevent merge conflicts

Theorizing for upcoming checkpoints

Problems in the future will be working with the TileTray and Tiles

Difficulties in the drag and drop system involving snapping to locations on a grid or

snapping back to the original position in the TileTray

Final thoughts

Everything seems to be in-place for this checkpoint

UML document has been fleshed out but needs a bit more work to be complete for now

The document will need to be changed and updated as we find out the exact

implementation of the maze generation code.

As we further research JFrame and its usability for this project, more design and implementation

adjustments will be made.

Meeting End: 4:30pm