Meeting Minutes: 3/7/20

Meeting Start: 4:15pm

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

Absent: Matthew Floyd

Basic Goals: Decide a design course of action / general overview of how the project will function.

GridBagLayout vs BorderLayout

GBL has a lot of tools and features but is a lot to handle when we are looking for more limited function.

BorderLayout can function very similarly but also has convenient WEST, CENTER, EAST, NORTH sections where corresponding trays, grids, and buttons can be placed.

Flow:

General flow is that the trays and grids will hold tileObjects and pass around their cell positions when a tile receives a mouse click.

The tiles will be “active” and the next grid clicked on will handle the movement with the tile redrawing itself.

Notes: Ben is continuing on GameGrid.

Bryce is assigned to side trays.

Matt is assigned to tiles.

Meeting End: 5:15pm