2019-09-13 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Draw up a sketch of our domain model on draw.io
* Start some coding on the application

§2 Reports

* Carl has:
  + Added tasks and structured the Trello backlog
  + Added template for a user story to the RAD document
* Patrik and Johan has:
  + Drawn a sketch of the domain model
* Eddy has:
  + Added the introduction to our RAD document

§3 Discussion items

* What workflow should we use with Git?

The group talked about how everyone should work one their own branch named after the function that was being implemented. It was also decided that we would push to a development branch and only merge the development branch with our master branch when we have the minimal product prototype.

* What are some good general design patterns that would be useful in our application?

The group discussed different patterns that might be useful in the implementation of minimal product prototype. Observer, State and Factory pattern were some of the most prominent ideas.

§4 Outcomes and assignments

The group started work on implementing the minimal product prototype. Eddy created a Player Class, Patrik started work on the structural MVC pattern, Carl implemented the Tile, World classes and created a draw.io sketch of the domain model. The group will continue to be in contact during the weekend and develop more functionality in the application.

§5 End of meeting

Meeting ended 16:47