Minutes week 9

**Date and time:** 07-05-2018, 13:45

**Location**: Open space, Fontys R1

**Chairman**: Rostislav Tinchev

**Minute taker**: Ignas Kybransas

**Attendees**: Chung Kuah, Monika Kerulyte, Ignas Kybransas, Teodor Genov, Vladimir Katrandjiev, Yoanna Borisova, Rostislav Tinchev

R: This meeting we will show design doc, path finding algorithm up until this point and work division.

Y: We decided to keep everyone involved in development part.

T: What about project plan for iteration 2 (Something he told about last time that has to be changed).

T: What I actually request is in your goal you mentioned which of these part you are gonna deliver/implement.

R: Okay we are going to deliver it.

R: Moving up to the next part im gonna show what we have on design document now. We included description of uml classes, we have completed sequence diagram and I believe that is everything that we were missing on the design doc. And there was a part that we said we are going to update in the future deliveries and we did that part too.

T: Sequence diagram is used for certain functionality, so when I see something like this (idk what he is showing) it is weird because how it can be separately active (WAIT WAT IM LOST HELP ME GUYS)…

T: The interesting part is the simulation itself. I suppose it’s the run. You putted it in very generic and simple way which is fine for early… How these classes interact with each other and etc?

R: We will check on that and we will connect the classes.

T: What I am looking for is correct sequence diagram…

V: I can show application itself because I have complied already. It was before on development branch but now we have it working so it is how it looks as Proof-of-concept… (SHOWING UP APP AND DESCRIBING SOME WEIRD AND USUAL STUFF). That’s what we needed to show you this last meeting but…..

T: How do you represent the data structure itself?

V: Its in the link list. (WAT)

T: Basically you calculate from the airplane to checkpoint what the distance is towards the landing?

V: Actually no, most important

T: what os data structure here. Based on what you find paths in math 3?

T: how are you presenting graph?

T: If this is your graph (Shows picture of graph) how you gonna find path?

V: For example outside the grid(somewhere outside) the airplane can do whatever it wants but for example we have to land in here (The middle of grid) it has to go through specific checkpoints (painting points in grid).

T: Is this graph(oval grid) will be implemented this iteration?

V: This shouldn’t be that hard, probably yes.

R: We have to make it cause next iteration is only testing/polishing.

**Meeting duration:**