Manu: Talk-abouts for Skype call on 07/13/17:

1. In game / function newPlayer() 🡪 balance should be entered manually
   1. 🡪 yes, has to be commented in future (TODO, NOTE, …) 🡪 is still to change
2. In game / function newGame() 🡪 amount of players should be entered manually (and dynamically)
   1. 🡪 yes, has to be commented in future (TODO, NOTE, …) 🡪 is still to change
3. In controller / function newGame() 🡪 is maxBet necessary? (🡪 eventually also update class diagram!)
   1. 🡪 yes, it is necessary, because it is common practice
4. In controller / function newGame() 🡪 why is this not in game?
   1. 🡪 because it handles the interface between client and server
5. In controller / function newGame() 🡪 “breach” 🡪 do not name it like this
   1. 🡪 yes, still to change
6. In blackjackXHTML 🡪 we should probably make use of a variable (because that is what we learned 🡪 no magic constants!)
   1. 🡪 yes, still a TODO
7. Should we do reviews (e.g. on my cards, coins, Michi’s table)?
   1. 🡪 yes, just comment via the comment section
8. For future calls / meetings:
   1. 🡪 everybody writes down his/her questions and the answers 🡪 then commit it to git 🡪 for further documentation and understanding