Meeting Agenda

Date: 140515
Facilitator: -
Participants: David Oskarsson, Emma Nyborg, Kristofer Yffén

1. Objectives

Two of the members (David and Kristofer) has their Bachelor thesis reports to turn in this Monday. Most of their will go to do that. Otherwise it is nothing.

2. Reports

Most of the code has been documented for future programmers to enjoy. Facade pattern is implemented in the IO-package. Responsibilities among the classes has been reviewed and changed to some extent.

We ran STAN to see if there was anything wrong with the code base and found some minor issues that should be fixed before release.

3. Discussion items

(a) Codewise we are doing fine but we are behind in the documenting.

(b) This week we will fix some minor issues and responsibilities within the code. We will change so that the controller is the one that makes all exchanges between subsystems. We will also move some of the functionality in the exporter class to a new class called Converter to prevent faulty dependings between packages. We will also look into the decorator pattern and try to improve the filtering. However, most of our time will be spent on creating the SDD.

4. Outcomes and assignments

Everyone should write on the SDD and RAD.
David will fix the minor issues that we recieved from STAN.
Kristofer will look into the decorator pattern and see if he can get some good structure with the filters
Emma will finish the functionalities in the player frame.

5. Wrap up

Next meeting is scheduled at Tuesday at 8 a.m.