

Meeting Agenda

Date: 2016-04-26

Facilitator: Marcus

Participants: Adam, Daniel, Marcus, Patrik

1. Objectives (5 min)

Resolve any issues preventing the team to continue. Short clear description.

Is TrackView a view or a controller? Do we actually need to move some of the methods?

2. Reports from previous meeting (15 min)

Each groupmember reports outcome of assigned issues, see also 4.

Adam: Has created a HueStewView class.

Daniel: Most classes are now in their correct package.

Patrik: Ran in to some trouble with the moving of methods from trackview and created some JUnit tests.

Marcus: The UML diagram is now representative of the actual code.

3. Discussion items (35 min)

Discuss issues from 1 and 2, possibly new or more general issues (very short notes/keywords).

Trackview shall remain as it is since its methods all depend on eachother.

4. Outcomes and assignments (5 min)

Outcomes from 3. I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook). From outcomes, 1, 2 and 3, (re)assign each groupmember issues to solve.

Adam: Start to implement player methods.

Daniel: Start to implement a color chooser.

Patrik: Fix the movetool so that it no longer deletes other keyframes.

Marcus: Start to implement the ability to add and remove lighttracks.

5. Wrap up

Write down unresolved issues for next meeting. Time and location for next meeting.

Next meeting shall be held the 29th of april at 19:24.