

Meeting Agenda

Date: 2016-04-19

Facilitator: Adam

Participants: Adam, Daniel, Marcus, Patrik

1. Objectives (5 min)

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

Figuring out where to start with GUI, and begin creating GUI.

2. Reports from previous meeting (15 min)

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

Patrik: Created packages and a main class, worked with UML and started implementing model

Daniel: worked with UML and started implementing model

Marcus: worked with UML and started implementing model

Adam: Bought huestew.com, fixed logo, worked with UML and started implementing model

3. Discussion items (35 min)

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

Discussed how the Light class should function and how lights should be controlled.

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.

Everyone: Continue implementing use cases.

5. Wrap up

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

Friday, April 22th at 20:00