Meeting Agenda

Date: 2016-04-29
Facilitator: Daniel
Participants: Adam, Daniel, Patrik, Marcus

1. Objectives (5 min)

Resolve any issues preventing the team to continue. Short clear description.
After the thursday meeting we've discovered some inconsistencies regarding package structure as well as some faults in our implementation of MVC. These need to be resolved.

2. Reports from previous meeting (15 min)

Each groupmember reports outcome of assigned issues, see also 4.
Adam: Most of the player methods have been implemented which enables us to play a show.
Daniel: A basic color chooser has been designed outside of code.
Patrik: Added boundaries to the move tool so that it cannot move a key frame past another key frame.
Marcus: The ability to add/remove lighttracks hasn't been implemented. Has begun the work of changing the color references so that they all use JavaFx color instead of AWT color.

3. Discussion items (35 min)

Discuss issues from 1 and 2, possibly new or more general issues (very short notes/keywords).
Some classes, for example the trackview class, is a combination of both two types of MVC classes. These problems need to be resolved during the forthcoming weeks.

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: Create a method that uses a wav file to construct a wave form image.
Daniel: Update the RAD so that it's up to date with our current implemantations. Start with the SDD.
Patrik: Create a class for wav conversion.
Marcus: Continue the work of changing the color references to JavaFx color.

5. Wrap up

Write down unresolved issues for next meeting. Time and location for next meeting.
Next meeting at May 3rd, 16:00