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.