

1. OBJECTIVES

- Mentor meeting feedback.
- General Continued Programming, plan, work during holiday.
- Other

2. REPORT

- Rasmus has been working on RAD, started programming, UI sketch
- Arvid has struggled with getting the project to work on his computer, and has also done some work on the domain model, use cases and class responsibilities.
- Robert has added a JUnit test for song reading and made it work.
- Sofia has set up screens, systems and managers and rendered a test animation.

3. FURTHER DISCUSSION

Mentor meeting feedback:

We went through some general guidelines on code structure
Remove songlist from the domain model.

General Continued Programming, plan, work during holiday:

We need to implement more use cases, make notes playable.
Other

4. OUTCOMES

Goal is to have a functional start menu and song playing by next study week.

The group will keep in touch using online communication channels during the easter break.

Work distribution

Sofia: Refactor project directories to follow MVC, and when finished, work on in-game functionality.

Rasmus: Add documents from week 1 to git. Work on Main Menu.

Arvid: Work on Use case diagram, domain model. Will make project work on his computer. Will then work on in-game things.

Robert: Add dependencies for JUnit to gradle. Work on song initialization classes and their corresponding tests.

5. WRAP UP

Meeting Maestro: Sofia
Los Compositor de Protocolo: Arvid

Next meeting:
Monday 24/4 2017 Hubben 12:00.