

Quizmaster: Rasmus

Not a Fish: Sofia

1. OBJECTIVES

- do we know how to keep going? According to last mentor meeting, and our TODO list, what are the next steps?
- Rasmus needs consultation on score logic

REPORT

Arvid has:

- Made the screen classes use an abstract superclass.
- Updated the RAD

Rasmus has:

- fixed gitignore fix .class klasser, started implementing score logic, helped with testing playback on uxm written songs

Robert has:

- Fixed a bunch of bugs in the Ticker class
- Kept working on the song package
- Documented a few things
- Cleaned up some code
- Made more testings

Sofia has:

- Started creating a Round test class.
- Made notes spawn on their corresponding lane with Rasmus.
- Made it play the songs by playing each note the moment it spawns (for testing).
- Created some more .uxm test files, and corrected mistakes in the original ones.
- Removed rendersystem.
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2. FURTHER DISCUSSION

- Rasmus & Arvid continue working on score logic
- implement pick song from song list: Robert & Sofia
- Sofia will merge mentor meeting todos with our to do list
- Arvid will update RAD on git
- Robert will move SongList to model
- Robert will create an interface for the song class.

SDD:

Write first version of chapter

- Rasmus: 1 Design Goals
- Sofia: 2 System architecture
- Arvid: 3 Subsystems Decomposition

- Robert: 4 Persistent data management.

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3. **WRAP UP**

Next meeting:

Tis 9/5 13:15