

**Tuesday 25/4 15:00**

**Cute boss thing: Arvid**

**Sexy pen: Rasmus**

**1. OBJECTIVES**

- What progress has been done during the last two weeks?
- How is it going compared to the course time plan?
- What are our highest priorities for further development of the application, and what assignments need to be done?
- We need to write more test classes!
- We need to distribute the work

**2. REPORT**

**Arvid** has:

- Reinstalled everything related to the project innumerable times trying to make it work.
- Finally managed to make the project work somehow.
- Made a Use case diagram.
- Gone skiing.

**Rasmus** has:

- Made and added a Main Menu Class with buttons & Skins
- researched Texture Atlases
- minor UI sketching
- minor RAD modifications,

**Robert** has:

- Improved Gradle usage
- Made some improvements to song reading and simplified note construction
- reviewed access modifiers and refactored related things
- adapted Note test class
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**Sofia** has:

Consulted Von Hacht about the organizing of project classes and refactored the project accordingly, separating the model and the game engine.

- Started defining a Round class that handles information for a game round.
- Worked on the file reading service and made it filter out irrelevant files.
- Attempted to solve the problem with how to control note instantiation by writing a class Ticker.
- Written a second .uxm file (song map file for unexpected magic) to use for testing songlist.
- Started building a HUD to be used in-game.

- Mapped the piano keyboard.
- Made notes spawn on screen.

### 3. FURTHER DISCUSSION

#### OUTCOMES!!!

- Report and follow up from previous meetings answered the question: what has been done in the past two weeks?
- Behind on documentation, RAD & SDD needs to be finished
- Focus on programming the use cases
- Test that will cover the whole model
- Javadoc in every class
- Annotate with @author and revised by, will use gitHub names
- We need to write more test classes!
- We will discuss SDD during next formal meeting.

Work distribution:

- Robert will introduce the rest of the group to writing test classes and try to fix working directory in Gradle
- Frodo will do some minor improvements on the RAD, try to implement use case: "play note", assist on test
- Runvik will also do some minor RAD improvements and work on tests.  
The other group members will write one test class each to cover the whole model, and make branches and write in slack to "claim" a class to test.
- Sofia will check and correct the domain model description in RAD.
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### 4. WRAP UP

Next meeting:

Thursday 27/4 14:30