

# Project meeting

Date: 2015-05-13

Facilitator: Pär Löfqvist

Participants: Axel Aringskog, Fredrik Kindström, Henrik Nilson

## 1. Objectives (5 min). Resolve any issues preventing the team to continue.

When should RAD and SDD be ready?

-Ask Andreas

Having some issues with developing our code..

We need a plan for how the network-part should work.

Should Turn and Round be a part of the model class?

-Ask Andreas

## 2. Reports (15 min) from previous meeting

## 3. Discussion items (35 min)

Network:

The network-plan is created on a whiteboard.

Packages is drawn on the board, model, view and controller and a Server in the middle.

Model has a method called shouldIRun() instead of a gameloop which will start when both names and map are chosen. It wont continue until all players have chosen their cards.

The server will listen to events and send out the correct boards and the model won't do anything until it has been given a cards from the model.

The GUI-class will only get a board and players, not a model.

Make a "Laser"-object.

## 4. Outcomes and assignments (5 min)

Fredrik and Axel will work on a method which will update the board when UPDATE\_BOARD is sent.

Decide whether to send an instance of model to the GUI or just a board with players.

Create a workplan in "trello".

We need to decide what the events should be named when we run Turn.