Project Meeting

Date: 2015-05-22

Facilitator: Axel Aringskog

Participants: Axel Aringskog, Fredrik Kindström, Pär Löfqvist

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

2. Reports (15 min) from previous meeting

   One week code left, what todo?
   - Backend
       - Finish one game
       - Game end conditions
   - Frontend
       - Solve a tab for each players cardview.
   - Overall
       - Check the structure of the program with STAN and resolve any problems
       - "Clean up"

3. Discussion items (35 min)

A tab has been solved and a clean up has been made using STAN.
We did have some problems regarding the maps. The players suddenly started to move
wierd on the board for some reason we could not possible understand. It turned out that we created all
the maps simultaneously and registered them all as listeners which made it possible for all of them to
controll the player. When we had found the issue we solved it by unregister maps that wasnt selected.

4. Outcomes and assignments (5 min)

Continue work on the Backend. Start with the report.