

Project meeting

Date: 2015-05-27

Facilitator: Axel Aringskog

Participants: Axel Aringskog, Fredrik Kindström, Pär Löfqvist

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

No issues.

2. Reports (15 min) from previous meeting

“Continue work on the Backend. Finish up report.”

We are trying to figure out how to implement when robots push each other.

We have done some restructuring with how actions are handled. Before if there was for example a MoveThreeCard those three moves would be carried out immediately without any checks between the the three moves. Now we are trying to give more control to Turn so that we are able to check if something should be done after each single move for example push another player/robot.

Work on the report is proceeding well.

3. Discussion items (35 min)

What will happen when a robot pushes more than one other player? What will happen if a player pushes another into a wall?

4. Outcomes and assignments (5 min)

Finish report

5. Wrap up

Keep working on the backend problems but focus should be on documenting.