

Project meeting 8

Date: 2015-05-19

Facilitator: Henrik Nilson

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

From Last meeting

Fredrik och Axel ska göra en metod i GUIklassen som uppdaterar brädet när eventet UPPDATE_BOARD skickas. Det ska köras varje Turn så att alla spelare uppdateras.

Diskuterar hur vi ska skicka med en instans av hela modellen till GUI som ritar upp spelplanen eller bara ett bräde samt en array med spelare.

Skapa och strukturera upp det vi ska göra i "trello".

We have solved all problems from last meeting

3. Discussion items (35 min)

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"

4. Outcomes and assignments (5 min)

We will continue on the same track, and try to have as much functionality working this week.

5. Wrap up

Next meeting on friday