Project meeting 7

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 calss?
>   -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, modell, 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 UPPDATE_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.