

# Meeting Agenda - 20120726

Location: Geniknölen  
Date: Thursday, 2012-07-26  
Time: 14:00  
Facilitator: Madeleine Appert  
Participants: Madeleine Appert, Cecilia Edwall, (via skype) Isabelle Frölich.  
Johan Gustafson temporarily away on vacation.

## Objectives

Meet up and discuss the current progress. Are there any thoughts/ideas?  
Any hinders?

## Reports

Cecilia has started going through the current documentation, the SDD and the RAD.

Madeleine has started working on the code. She has added a Boolean to the class Tiles, which is positive if a tile is a challenge tile. The GUI is also changed to respond to present tiles as Challenge tiles if they are. The actual game function has however not been edited yet.

## Discussion items

1. How much shall we change/edit the SDD and RAD documentation?
  - ↯ Cecilia: The actual content of the documents are of sufficient quality. The language can be edited to fit the document type.
  - ↯ The email from our supervisor, containing comments to the current project, is a little bit unclear. It would be helpful if we could clear up eventual misunderstandings and specify the areas which needs certain work.
2. What thoughts do we have on the current way of adding the Challenge function?
  - ↯ Madeleine: I have added a Boolean to the Tile class, because even if the tile is to be represented as a Challenge tile, each one of these tiles must have a hidden Category. The Categories class is simply a bunch of different branches of games. The challenge function, is not supposed to be a new branch, it is simply a more advanced way of playing the particular branch.
  - ↯ Other group members are not sure if this is the easiest way to implement the challenge function.
  - ↯ Group has agreed on checking up and thinking about other possibilities.
3. Are group members satisfied with the current work load divide?
  - ↯ Group members satisfied. Now everybody just needs to work!
4. When shall next meeting take place?
  - ↯ Friday the 27<sup>th</sup>. At 13:00.

## Outcomes and assignments (5 min)

- ↯ We have gone through what has been done. It has not been as much as we thought we would have accomplished by today, so we do need to get a move on. We have discussed the different ways of implementing the new function. The one that Madeleine has started working on might not be the ultimate way.

- ↗ Madeleine & Isabelle – will discuss and make a decision regarding the Boolean variable in the Tile class. Then start working on the implementation of what will happen once a player lands on a challenge tile.

Cecilia – Will continue going through the RAD and SDD. Try to clarify what needs work and what is ok.

Johan – Is temporarily away on vacation and will not be working on the project until he returns.

- ↗ Next meeting has been scheduled for the 27<sup>th</sup>.