

# Meeting Agenda - 20120723

Location: The student union building  
Date: Monday, 2012-07-23  
Time: 14:00  
Facilitator: Madeleine Appert  
Participants: Madeleine Appert, Cecilia Edwall, Isabelle Frölich and Johan Gustafson

## Objectives

Discuss the current project and find good areas for improvement. Break down the improvements that need to be done, figure out exactly how to implement the ideas and divide the tasks between the members of the group.

## Reports

Nobody has been working on the project since due day. Members of the group are feeling the need to read the current code to refresh their memories.

## Discussion items

1. What possible improvements/changes can we make?
  - ⌞ All documentation of the project needs to be checked and improved. We also need to add/change something in the actual code.
  - Ideas:
    - ⌞ Add audio to the “read backwards” cards.
    - ⌞ Add extra category of cards, Challenge.
    - ⌞ Enable possibility for players to choose level of difficulty.
    - ⌞ Improve GUI.
    - ⌞ Change and refine the current code.
2. Which ones shall we implement and how?
  - ⌞ We have decided to implement a new category, Challenge.
  - ⌞ There will be a new tile and there will be 8 of these tiles. 2 on every side of the board with fixed places.
  - ⌞ If a player stops on a Challenge tile they will first of all have to choose an opponent team. The category of the challenge will be random and will be presented after the challenged team is chosen. The teams will not make bets, but cards will be summoned as if the bet was 7 (maximum bet). The challenging team starts and does their turn. The program will remember their score. The opponent team will then have their turn. The winner/loser will be presented. There will be no rematch etc.
  - ⌞ If it's a draw – The challenged team will be considered the winners.
  - ⌞ Winning team – Moves forward the same amount of steps as they have achieved points during the challenge. Maximum 7 steps.
  - ⌞ Loser – Moves back 2 steps.
  - ⌞ After all this, the turn moves on to the next player in turn after the challenging team.
3. What do we need to research in that case?
  - ⌞ No research needed at this point.
4. How do we divide the work load?

- ↵ Madeleine and Isabelle will dedicate their main attention to the code.
  - ↵ Cecilia and Johan will focus on the documents, the RAD and the SDD etc.
5. How will our time schedule look?
- ↵ Our goal is to finish above stated goals within the month of July.
6. When shall next meeting take place?
- ↵ Thursday the 25<sup>th</sup>. At 13:00.

### **Outcomes and assignments (5 min)**

- ↵ We have discussed the project that was turned in, at the end of last term. We have agreed to refine and work on the documentation of the project and add an extra feature to the actual code as well. We have discussed this new feature and decided on how it is to work in the game, what will happen when and decided the rules that need to be taken into consideration during implementation.
- ↵ We have divided the future work, 2 group members working with the code, 2 members working on the documentation.
- ↵ We have set up a schedule, a quite short one. Next meeting has been scheduled for the 26<sup>th</sup>.