Meeting Agenda

Location: Linsen

Date: Tisdag, 2012-05-08

Time: 16.00-17.30

Facilitator: *Madeleine Appert*

Participants: Madeleine Appert, Cecilia Edwall, Isabelle Frölich, Johan Gustavsson

1. Objectives (5 min)

With todays metting we aim to discuss:

- The current status of the project.
- Determine what is left to be done
- Assign that workload upon the members of the group
- Plan meeting for later this week.

1. Reports (15 min)

- Madeleine – Deque and Cards are done. Might have to adjust a little bit depending on how the current classes work with the gui and rest of program. I have started making the graphical representation for the cards in the GUI.
- Johan – GUI is pretty much done. Small things missing, mainly things we will notice upon further development, but current status feels good.
- Isabelle – I have added a few methods to the class Board that are essential. I have implemented the code so that the program requests the user how many players will be active in new game before commencing. The game also responds to that and sets the board up according to number of players.
- Cecilia – I have been sick and unable to work that much. I am currently working ahead, making the first view of the program, also adding more items to the menu, including a set of game rules.

We are all working on testcode for the code that has been written.

1. Discussion items (35 min)
    1. Determine what's left.

        - Bugs – Find and fix!
        - Player entering goal – will program notice? What will happen!?
        - Make program change players.

- Timer goes to -1.
- After timer is done, the "Has mission been completed" need to become visual.

1.

2. Outcomes and assignments (5 min)
   - Madeleine will continue with the Cards GUI and writing her test code (Deque, Card, Mission).
   - Cecilia will handle the program being updated on if a player has passed through the virtual finish line. She will also handle the first view of program and add menuItem with game rules. She will also write test code (Piece, Team).
   - Isabelle – Make it work. ☺ And write test code (Tile, Board).
   - Johan – make it work. Check for bugs.

1. Wrap up

1. Next meeting will take place on Thursday after meeting with Joakim.