

# Meeting agenda

**Group:** Scrabblers

**Members:** Gustaf Jonasson, Niklas Axelsson, Ole Fjeldså

**Date:** 2021-10-20

## Objectives

- Improve the bot.
- Clean up codebase.
  - Remove redundant methods.
  - Add more comments/Javadoc
- Add some sanity checks.

## Discussion items (330 minutes)

- Bot, some weird issues.
- Currently you cannot do anything with the GUI when the bot is thinking. Maybe add a thread? Or how do we solve this?
- Bug that sometimes prevented valid words from being played.
- Bug that somehow creates additional tiles, how??

## Outcomes and assignments

- Removed a lot of redundant code.
- Implemented multiple sanity checks.
  - Can no longer press end turn, shuffle and swap when the game has ended.
  - Can no longer move tiles when the game is over.
- Added multiple comments.
- Small improvements all over the codebase.
- The GUI can now be scaled, although it does not work very well yet.
- Added a return button that returns all tiles on the board to your rack.
- The swap button now works properly.
- Added more tests.
- Fixed a bug in checkBoard that sometimes prevented valid words from being played.
- Ole will look into what is wrong with the rack.
- Ole will look into splitting the Board class into several classes.

## Wrap up

- Next meeting 2021-10-21.