Meeting agenda

Group: Scrabblers
Members: Gustaf Jonasson, Niklas Axelsson, Ole Fjeldså, Martin Björklund
Date: 2021-09-28

Objectives
- Make sequence diagrams.
- Continue working on code.

Discussion items (240 minutes)
- Sequence diagrams.
- Should we implement a wait() notify() system? Game loop? How is the bot supposed to notify the model that it has taken its turn?
- Should endTurn() take a Board as an argument? Or maybe a list of new Tiles.

Outcomes and assignments
- Made sequence diagrams.
    - It gave us a better understanding on how to structure the codebase and what classes are responsible for what.
- Bot will take a Board in its constructor.
- endTurn() will take a list of new Tiles as an argument (using the constructor with positional arguments).
- A wait() and notify() system seems promising.

Wrap up
- Next meeting 2021-09-29.