Meeting agenda

Group: Scrabblers
Members: Gustaf Jonasson, Niklas Axelsson, Ole Fjeldså, Martin Björklund
Date: 2021-10-06

Objectives

- Continue working on code.
- Worked on the SDD.
- Look over the RAD.

Discussion items (180 minutes)

- SDD.
- Sequence diagrams and a flowchart for the game flow.
- Code structure (e.g. how to render the rack in the GUI, where the shuffle method should be placed).
- Should we keep trying to make the drag events work? They make things difficult. We might just let the user select a tile with a mouse click, then with a second mouse click indicate where to drop that tile.

Outcomes and assignments

- Continued working on the SDD.
- Improved the codebase.
    - Improved how the rack is rendered in the GUI, for instance.

Wrap up

- Next meeting 2021-10-07.