Meeting agenda

Group: Scrabblers
Members: Gustaf Jonasson, Niklas Axelsson, Ole Fjeldså, Martin Björklund
Date: 2021-09-22

Objectives
- What to do going forward.
- Discuss code structure.

Discussion items (60 minutes)
- Code structure.
- File paths (\\ does not work on Mac/Linux)
    - Use / instead.
- Board constructor.
    - Avoid having to put FileNotFoundException everywhere.
- How to connect the model to the GUI.
    - Singleton or factory class for Game.java?
    - Make some class (in the Model package) that communicates with the other packages?
- Design/domain model.
    - Fix UML diagrams.
- Tests.
- Should we add a possibility to change the size of the board? Low prio.
    - A few sizes, or infinite?
- Which classes should utilise the singleton pattern?
- Should we make a start screen from which one can start games?
    - How does the process of opening the program to starting a game look?

Outcomes and assignments
- Change Board constructor somehow.
- Change our file paths to only use /.
- Work on UML diagrams.
- Continue discussions tomorrow, short on time today.
- Start looking at the SDD document.

Wrap up
- Next meeting 2021-09-23 12:00.