

Tutorial 4

Group: Scrabblers

Date: 2021-09-30

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Objectives

- Game loop, how to close the GameManager thread.
- Time management, we should be able to present something soon.

Reports from previous meeting

- Some user stories have been turned into sequence diagrams, they were usefull.

Discussion items

1. How to close GameManager thread
2. How to update model, from GUI
3. How to handle wildcards in scrabble.
4. Feedback on sequence diagrams.
5. Testing of methods that shuffle (shuffleRack, shuffleTileBag).
6. Visual difference for the tiles from the previous players turn.

Outcomes and assignments

1. Don't have a GameManager thread, no need for it
2. Partially played pieces in model, updated from controller. Enables to see what opponents is doing in real time.
3. Wildcards should be lower priority. Make wildcards if there is time left over.
4. - Sequence diagram return should be more about what the function is used for than what type it is.
 - The sequence diagram could generally contain more information.

5. Shuffle should be based on a seed. There should be a singleton that creates the seed for randomizing so that the same behaviour can be replicated if there is something wrong.
6. A new user story for visual difference for the tiles from the previous players turn will be created.

Wrap up

- Next meeting 2021-09-07 at 14:15