Tutorial 8

Group: Scrabblers
Date: 2021-09-21
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Objectives

- Make sure we are ready to hand in the project on Sunday.

Reports from previous meeting

- Bot is now functional.

- There has been a lot of small bug fixes and quality of life improvements on the game.
  - The game window scales
  - Added pliancy to the game elements one can interact with.

Discussion items

1. Maybe add a thread for bots, so we can see what they are doing.

2. High coupling between Bot and Board.

3. There is a bug in Bot where it picks up copies of tiles when it places tiles close to another word.

4. What documentation should we send when we turn in the project?

5. What should we include in our presentation?

Outcomes and assignments

1. If we have time we will create a separate bot tread. Make a quick fix with sleep.

2. The bugs in Bot probably comes from the fact that Bot Board gives the Bot (and everyone else) to much access to it's methods.

3. "Fixed" during meeting with a sanity check, there is however still some underlying problem. Try making blank tiles a singleton.

4. Go trough the implemented user stories, demo them in Zcrabble. No presentation of code, but domain model and design model should be presented.

Wrap up

- This was the last tutorial :'(