

Group: Team Purjolok

Date: 8/10

Chair: Johan

Notetaker: David

Participants: Isabelle, Hedy, Jakob, Joar, David, Johan

Objectives (5 min)

- **Resolve any issues preventing the team to continue.**
- **Short clear descriptions.**

work on peer-review submission, making code as ready as possible.

Reports (15 min) from previous meeting

- **Each group member reports outcome of assigned issues, see also 'outcomes and assignments'.**

Hedy: worked with SDD and RAD documents.

Joar:

Isabel: draw UML diagram for peer review.

Johan, David: worked with preview when the card is changed.

Jakob:

Discussion items (35 min)

- **Discuss the identified issues, and possibly new or more general issues (very short notes and/or keywords).**

Outcomes and assignments (5 min)

- **Outcomes from discussion items. Write down what's decided and why it was decided. Sync with other documentation (add terms to wordbook).**
- **(re)Assign to each group member which issues to solve.**

Jakob, Hedy refactored the code, removed dependencies.

David tried adding a picture for when you win .

Johan added preview of dancers and reset player position when selecting cards

Wrap up

- Write down any unresolved issues for the next meeting.