Meeting #7

Wednesday, May 4th, 2022

**summative rubric:** [Designing and Implementing a System Using Agile](https://docs.google.com/document/d/1rKBHE7xNxAuTOWyuI67YvX_Hr3xKXXUuGRwVrw610BM/edit)

**group:** michael zhou, james wong, jessica lu

**AGENDA:**

* go over sprint #2 (what’s finished, what still needs to be done, issues that came up)
* any changes to goals for sprint #3

sprint #2 recap

**jessica:**

* finished Audio class + outputting info functionality
* [Audio](https://docs.google.com/document/d/1XOvHfisGSi3SXHR-ZXzncn_u7hnmVT6TaeSWBCgCsak/edit#)
* still have to connect everything together: methods that depend on my own classes + other classes

**james:**

**michael:**

sprint #3 changes + goals

* sprint 3 ends *after* monday, may 9th, 2022
* (we have that class to finish!!)

| **~~#~~** | **~~Sprint Description / Planning~~** |
| --- | --- |
| ~~3~~ | ~~Jessica: playlist~~   * ~~add songs/rename/add description/loop playlist/delete/basic features~~ * ~~composed of songs (Song[])~~   ~~James: artist~~  ~~Michael: profile~~   * ~~edit profile, display following, display playlist~~ |

| **#** | **Sprint Description / Planning** |
| --- | --- |
| 3 | Jessica: Playable, Playlist  James: Song, Album, Queue  Michael: Profile |

* instead of having functionality in the Song class, create a superclass called “Playable”, where Song / Album / Playlist / Queue extends that. and the Song / etc. classes just provide info!!
* to play something, enter how much time you want to play / fast forward
* focus on what methods / functionality Playable class will have
* aka we have to focus on the Playable class!!!!

how will we incorporate other classes into ur own code ?

1. “Have at least one method that is dependent on one of the other classes you make”

**jessica:** Playlist is a subclass of Playable

**james:**

**michael:**

1. “Have at least one method that is dependent on one of the other classes your groupmate makes”

**jessica**: asdas

**james:**

**michael:**

Playable class functionality

STILL HAVE TO DO!!