Meeting Agenda - Week 4

Date:
2017-04-24

Chair:
Sanjin Slavnic

Participants:
Joakim Mattsson
Kevin Brunström
Anne Keller
Sanjin Slavnic

1. Objectives (5 min). Resolve any issues preventing the team to continue.
We need to figure how to solve the different views and controllers in our app.

2. Reports (15 min) from previous meeting

We finished our last UC. We also met during the break and did some coding. This resulted in an almost finished model. We created some successful tests for the model.

3. Discussion items (35 min)
1. Get more informed about fragments.
2. Get started with the textrecognizer so we can start implementing our model.
3. We have an almost clear idea how to implement an activity and fragments by using a shared interface. We need to ask about this before we can be sure.

4. Outcomes and assignments (5 min)
1. Look through UC and optimize it. Meaning shorten down some of the UCs by linking first steps to other UCs.
2. Design the wizard in the GUI.
3. Implement the textrecognizer
4. Learn more about fragments.
5. Ask Adam about the meeting structure.

5. Wrap up
- Next meeting will be on Thursday after our 10 o'clock meeting with Adam.