# Meeting Agenda

Location: Utanför kemi i solsken

Date: 23/3 - 2012

Time: 12:17

Facilitator: *Daniel Lasson*

Participants: Robin, David, Olle, Daniel

1. Objectives (5 min)

We dont know were exactly to start the coding, Olle experienced some problems when implementing our design model. Its very hard to send items between activities, you can’t send objects.

1. Reports (15 min)

Robin and David has not done the SDD and RAD and are going to finish it today, as mentioned earlier Olle had some probleblems implementing the design model. Daniel has finished his work with the timer and implemented it to our program.

1. Discussion items (35 min)

1: What are we suppose to have in the controller? The controller seems useless only forwards the information that has been sent. Might be solved automatictly. The need for a controller class is at the moment redundant.

2: What sort of timer are we to implement? With CountdownTimer we need to instantiate a new timer everytime we change the time on the timer. The Java Timer requries a new Thread which takes more power from the phone. We need to investigate the possiblility to extend the CountdownTimer with a new ChangeTime function.   
we might solve it through stopping the current timer and make it wait x amount of seconds before counting down again.

3: We decided to leave the controller out of the program and refactor it when we’ve written more code. It’s hard to know which code who really fits into the controller class at this point, since the activities and the controller is almost the same thing.

1. Outcomes and assignments (5 min)
   1. We have to sit down, all of us, with the design model and continue to refactor the alpha version.
   2. Robin will continue to write the RAD and finish the required parts before next week.
   3. David will continue the SDD and finish the required parts.
   4. Daniel will imlement the scoring system.
   5. Olle will try to find a fitting database to get words from.
2. Wrap up
   1. Monday 26/3 13:15