

Meeting Agenda – 20130303

Location: Linsen

Date: Sunday, 2013-03-03

Time: 17:00

Facilitator: Madeleine Appert

Participants: Madeleine Appert, Isabelle Frölich and Johan Gustafson

Objectives

See where we are in comparison to what we determined to have done during our last meeting. Discuss prolonging our deadline. Again.

Reports

Since Sunday, Madeleine has finished the buttons that need to be fixed.

Johan has been trying to change the input of opposing team in Challenge' to a JComboBox. Something seems to have gone wrong with another part of the program so we'll have to remove those changes and start fresh.

Since our last meeting, Isabelle has updated the RAD and the contents therein. That includes the texts, the use cases, the domain model and the use case model. Hence all the given assignments since our last meeting. The SDD remains as a part of Isabelle's responsibility.

Madeleine informed Joachim about the deadline, and also asked when it needs to be handed in. She received an answer saying that as long as it has been submitted before the end of LP4, it should be ok. Madeleine has also fixed the ComboBox in the code.

Johan has finished coding the tests as said, last meeting.

Discussion items

1. When will we submit our final version?
 - Since we have the possibility to submit a little bit later than we originally thought necessary, we will. So now we can focus on the courses we are currently taking. The project must however be submitted before the end of LP4.
2. What needs to be done?
 - Not be able to make bets once an opponent has been chosen
 - Make "Next Card" Button disabled if player has run through the deck.
 - Check our code properly to see what is missing and what is not working properly.
3. When will we meet again and what will we have done until then?
 - We will be in contact after Easter, as Madeleine will be abroad. Next meeting will be scheduled then.

Outcomes and assignments (5 min)

- We have prolonged our deadline.
- We have decided to let the project rest until after Easter.