

Meeting 16

12 April 2018

Attendance

Present

Viet

Jan

Markus

Tom

Magnus

Anne Lise

Mikael

Aleksander

Highlights of the meeting

- Identifying and discussion of new problems regarding king, check and checkmate
- Setting up new database from different provider
- Started working on pawn promotion in plenary

To do

- Find solution for problems related to king
- Finish pawn promotion and castling
- Get working high score solution

Notes taken under meeting

Current progress:

- ConcurrentModificationException not appearing anymore, but check and check mate still not working properly
- Two outcomes when king is in check; application either crashing, or when playing against AI, the player has to move the AI's king out of check
- Need to identify which classes are needed for pawn promotion
- Castling still untouched, need to have started on that before end of meeting
- Trying to setup MongoDB database for highscores