Meeting 13

05 April 2018

Attendance

Present

Viet

Jan

Aleksander

Markus

Tom

Anne Lise

Magnus

Mikael

Highlights of the meeting

- Summary of last assignment

- Planning poker

- Identifying missed milestones from last assignment that needs to be completed ASAP

- Starting to chop up ranking and database requirement into smaller tasks

To do

- Mikael fixing concurrentModificationException

- Everyone write general description of methods they have written (commenting/JavaDoc)

Notes taken under meeting

We are going to use planning poker to identify size of requirements
We will divide the requirements into smaller tasks accordingly
Master branch will be our hand in branch
wip branch will be our release branch
Each member make a new branch from wip whenever working on a new feature

Planning poker results:
- Implement AI: 9
- Sound effects and/or animations: 2
- Ranking (database): 7
- Offer best move advice for novices (after AI): 9
- Start chess game in random state: 5
- Implement tests: 7
- Double login (local multiplayer): 3 - Javadoc: 1

Things we have to get done from last assignmet:
- Castling
- Pawn promotion

Also need to fix getUsablePieces, it causes ConcurrentModificationException
Fix easy and medium AI

Cutting up ranking:
Starting rank score is 1000
Computing of ranking and database setup separate
Computing of ELO-rating: https://metinmediamath.wordpress.com/2013/11/27/how-to-calculate-the-elo-rating-including-example/