Meeting 14

06 April 2018

Attendance

Present

Viet

Jan

Tom

Markus

Anne Lise

Magnus

Valid absence

Aleksander

Mikael

Highlights of the meeting

- Discussion in plenary about how to solve the ConcurrentModificationException

- Looking at possible solutions for castling and pawn promotion

To do

- Priority is to fix ConcurrentModificationException

- Markus look into feedback about sequence diagram

- Magnus is to get a database setup ready and going

- Viet look into pawn promotion

- Anne Lise look into castling

- Aleksander look into possible sounds we could have for the application

Notes taken under meeting

Current progress so far:
- ConurrentModificationException does not happen anymore, but not possible to move any pieces
Check and check mate not really working properly either. Problem lies in the king checking of the possible moves of all enemy pieces so the player cannot put the king in check.

Also need to start looking at castling and pawn promotion
Jan is appointed to test writer, working on tests to find faults in code
Markus started implementing ranking

Magnus and Viet looking into database stuff
- Heroku looked promising