

Meeting 9

13 March 2018

Attendance

Present

Viet

Mikael

Jan

Markus

Magnus

Anne Lise

Tom

Aleksander

Highlights of the meeting

- Briefing of work done
- Discussion of problems and challenges that occurred during implementation
- Rediscussion of handling of parameters and variables between classes

To do

- Continue with implementation

Notes taken under meeting

Briefing:

Markus - Initialization of board, suggested to use numbered tiles.

Magnus - Found some sprites and made a GUI prototype.

Rest - Implementation of basic methods in the piece classes.

Going through code skeleton and discussing problems that occurred during implementation with the current code setup.

How do the pieces access their start position? Sent through constructor?

Call super?

Player object should have a list with pieces and start positions.

Separate array lists with moves and attacks.

Use hashmap for better run time.

Should have planned better.