Meeting 15

10 April 2018

Attendance

Present

Viet

Jan

Magnus

Mikael

Tom

Markus

Anne Lise

Aleksander

Highlights of the meeting

- Licensing of code

- Managed to identify ConurrentModificationException problem

To do

- Get rid of ConcurrentModificationException

- Find new database solution

Notes taken under meeting

Looked at feedback

Had to add licensing for code we wrote. MIT licensing seemed to fit our purpose well, so we went with it

Had to fix sequence diagram. Markus redid it and re-explained for the rest of the team

Mikael started to suspect that several methods were trying to edit the same hash key at the same time, which turned out to be true. Started making a mutex to solve this problem.

After messing around abit with Heroku, turns out it did not fit our perpose, so Magnus started to look at other solutions

Pawn promotion needs to take care of user input somehow. Need graphical pop up so player can choose what piece to transform the pawn to.