Meeting 11

20 March 2018

Attendance

Present

Viet

Jan

Tom

Anne Lise

Markus

Magnus

Mikael

Aleksander

Highlights of the meeting

- Briefing of progress and current obstacles

- Solving problems in plenary

To do

- Start to compile documentation

- Have the chess application behave accordingly to basic chess rules

Notes taken under meeting

Briefing:
Viet - Most of pawn except en passant and pawn promotion
Tom - Most of king expect castling
Markus - Most rook and biship, does not check for other pieces on path
Mikael - Changed code structure according to needs, made prototype for timer
Magnus - UI for board, chess piece sprites, log in menu, main menu
Anne Lise - Most of knight
Jan - Most of queen
Aleksander - Planning of video demo

We realized we had very many bugs when everyone commited and pushed their work.
Some pieces could not move at all.
Some pieces moved to squares they should have not been able to.
Some pieces could not move to where they should have been able to.
Most of the time went into fixing problems in plenary.
Looking into what sequence diagram is.