Meeting 12

22 March 2018

Attendance

Present

Viet

Jan

Mikael

Markus

Anne Lise

Aleksander

Magnus

Valid absence

Tom

Highlights of the meeting

- Finishing documentation

- Finishing programming

To do

- Be done

Notes taken under meeting

Briefing:
Most pieces are working properly, few small special case bugs
Highlighting of moves and move log is implemented

What functionality is missing?
Pawn can't do en passant or be promoted
King can't do castling
Check and checkmate is not in place
Weird bugs with possible moves

Looking into sequence diagram again
Updating class diagram
Compiled taskboard screenshots

Retrospective:
Good updating of tasks
Bad name tagging
Forgot planning poker, bad prioritization of what to implement first
No common method on how to implement pieces, board missing functions
to implement pieces fully
Good communication through Discord

Programming in plenum remaining functions