

Meeting Agenda

Date: friday 31/3-17

Chair: Moa

Participants: Moa, Alice, Matilda, Leyla.

start 13:00

1. Objectives (5 min). Resolve any issues preventing the team to continue. - Short clear descriptions

- It's somewhat harder than we thought to solve the problem with making the basic tetris piece move down step by step instead of just falling down so we yet haven't totally figured it out. We think that we need to study the timeline functions more.

2. Reports (15 min) from previous meeting - Each group member reports outcome of assigned issues, see also 4)

- We've so far come to the conclusion that we want to have the board as a big matrix using either enums or numbers (we start with this). Therefore we assign all different shapes to their own matrixes filled with zeros and a number representing that specific shape.
- Since the last meeting was yesterday afternoon we haven't gotten very much further, but we've started creating our different shapes (in their own classes) using matrixes that we fill in with specific numbers.
- We've made the Piece class to an interface with a method MakeShape() that all different shape classes implements.
- We're having some thoughts about our MVC. For the moment we have three different controller classes but we're thinking about only having one that controls everything that happens on/with the board (graphics).

3. Discussion items (35 min) - Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)

- We're thinking that we should change our MVC and only have one controller class (board controller) that controls how the pieces can move. In that case we can delete the piece fxml file, and probably also the piece controller and the shape controller class. Meaning that we will handle all pieces as different image views (variables) that are all controlled by the board controller class. By doing this we could for example put the image view variables in a list etc.

4. Outcomes and assignments (5 min) - Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook) - From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

- We're all going to study the timeline functions (JavaFX) and also the timer function (JavaFX) to see how we can make our shapes move down step by step.

- We're going to work more on the logic for the board; what kind of methods and functions it needs etc.
- We're also going to start making tests to check that our coding is working as expected. Test's that we think are "good" for now is:
 - A test for checking that the MakeShape() method is working for all different shapes
 - We already have one small test for the LShape to begin with
 - A test for checking that our tetris shapes fall down as we want them to. But since we haven't made it work yet we need to wait with this for a while.

5. Wrap up - Write down unresolved issues for next meeting. - Time and location for next meeting

- Next meeting will be held on monday 3/4-17 (preliminary booking).