Mötesprotokoll torsdag 30/3-17

Meeting Agenda

Date: friday 30/3-17
Chair: Moa
Participants: Moa, Alice, Matilda, Leyla.

start 13:15

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

- Our only concrete problem right now that we need to solve to be able to continue working is to make our most "basic" tetris piece moving down step by step instead of just falling. This is one of the most basic things that will happen in our game so therefor we want to make it work before we start implenting other classes.

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

Since last week we've resolved the issues we had then meaning that we've:
- made sure Maven is working for everyone in the group
- made our shared Maven project work (implemented in IntelliJ) so that we now can run the program. We have a working structure to build on.
Besides that we've also:
- graphically created a scene to work with
- added a temporary angel messenger
- added the most basic tetris piece and made it possible for i to fall down (though not moving step by step yet)
- created a UML diagram (domain model) with the classes that we think we'll need
- started arranging the relations between the different classes and their specific responsibilities (though this can change if we find a better solution furtheron)
- started implementing a controller class (tetris)
- started thinking about how one of our most important methods "Update" will work (to initialize the game and keep different classes updated with relevant information)

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

- Until now we've had some different responsibilities and tasks in the group but now we're all going to focus on the coding to try and solve the problem of making the basic tetris piece moving down step by step.
- We're all going to try and find solutions for this and also to develop our "Update" method.
- As soon as we've found some kind of solution of the problem described above we're going to start implement classes from our UML diagram.

- Tomorrow friday we're going to sit down and code together.

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 try and find solutions to the "moving problem" on the internet and by coding
- We're going to upload the pictures from our original sketches of our Tetris Game so that we can add them to our RAD document.

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

- Our next meeting will be held tomorrow friday 31/3-17 and until then we're going to mainly focus on the problem of making the tetris piece move step by step.