

## Meeting Agenda

Date: 12/5 2013

Facilitator: Hampus

Participants: Roy Nard, Hampus Forsvall, Johanna Hartman, Markus Norén.

1. Objectives (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

2. Reports (15 min) From previous meetings, (un)solved issues, etc. , see also 4

Previous week we worked with individual tasks. Following has been completed.

Hampus has started implementing location services in our app. You can now see your location. And intents are thrown when you reach a challenge.

Markus: Create Game UC is complete.

Roy: Local database working. Object-Relational-Mapping (w/ ORMLite) persisting objects to Androids SQL ("SQLite")

Added libraries

- GSON
- ORMLite

Johanna is working on an activity for settings, on it's way.

3. Discussion items (35 min)

Global goal: Working application working about as it should within one or two weeks.

4. Outcomes and assignments (5 min)

TODO to reach our global goal.

UC start game

- Fragment should show when getting close to a challenge
- QuizWalkActivity should have a QuizWalk (possibly by parameter)
- Start Game should provide a list of nearby Quiz Walks.

UC create game

- QuizWalkGame should be saved in database.
- Description for Quiz Walk.

A lot of alternative flows should be implemented during the next few weeks, i.e. error messages and such.

This week:

Roy: -

- Expand QuizWalkGameManager (possibility to properly edit/create games)

Markus: - Working with tests.

Johanna: Settings Activity

Hampus: UC complete challenge.

5. Wrap up