Group5 <<Çekirdek>>

**Phase 2**

**Meeting Agenda**

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| **Week:** 12nd December – 21st December 2014 |
| Before the appointment (19/12/2014) we arrange our to do list:   * Existing six interaction diagrams which are prepared for Phase 1 should be checked according to submitted codes and such changes in the project time based level, time based lokum and, special swap. * There is no change on the interaction diagram New Game. * Changes on interaction diagram Retry: The diagram should be redrawn according to newest requirements of the project. The player can make n special swaps if he/she playing nth level. * Changes on interaction diagram LoadGame: Remaining time should be included in the diagram. The names of the methods should be changed according to submitted codes. We do not have a Load Game class anymore. * Changes on interaction diagram Retry: a Boolean which is located in game rules should check the level and if it is a time based level, the remaining time should be equal to the initial time of the current level. If it is not a time based level there is no need to change something. * There is no change on the interaction diagram SaveGame. * There is no change on the interaction diagram Quit. * The class names in the interaction diagrams should be modified according to our submitted codes. * Unfortunately our previous class diagram has lots of missing fields, methods, and parameters. The diagram should be redrawn according to our submitted codes. * In the previous class diagram there is a class with name GameScreen, however now, its name is GameRules. * In the previous class diagram there is a class with name Level, however when we are coding we decided to move level in SidePanel class. * We have XMLObject class rather than LoadGame class. * about the combos) will be added to “switchTwoLokums” part. * We should add new fields and methods according to new requirements of the project. * There should be time integer and getTime and setTime methods in SidePanel. * We should add a new subclass under the SpecialLokum class with the name of TimeBasedLokum which includes time based versions of all the basic lokums(pistachio, hazelnut, coconut and rose). * There should be a boolean SpecialLokum class which checks whether a lokum is time based or not in. * In addition to previous information saved on the XML file, we should save the remaining time. |