

#Meeting Agenda

Group: 20

Date: 18/09/18

Chair: Henrik T

Secretary: Henrik T

Participants: August S, Henrik T, Hampus E, Anthony T

Objectives (5 min)

Discuss how to implement the canvas to edit individual pixels.
(BufferedImage?)

Discuss why gitignore does not work on macOS.

Report

Since the last meeting the focus has been on implementing the first user story, write RAD, fix trello and finishing the domain model. The first user story "draw on canvas" has been initialized by August. RAD and trello have been worked on by Henrik and Anthony. Acceptance criterias have been added and modified.

The first user story is complete, although during the process a issue was discovered. Using JavaFX canvas results in restrictions concerning the model and also prevents the developer from reading a pixel. Therefore we are considering to use BufferedImage instead so that we gain more freedom in the model.

Discussion items (35 min)

Discuss how to implement the canvas to edit individual pixels.
(BufferedImage?)

- First attempt on creating canvas was successful, however not optimal.
- BufferedImage from swing instead of "Canvas" from javaFX?.

Discuss why gitignore does not work on macOS.

- .gitignore was not written for macOS.
- A new .gitignore for both operative systems
- Easy fix

Outcomes and assignments (5 min)

Discuss how to implement the canvas to edit individual pixels.

(BufferedImage?)

- Using a BufferedImage instead of the current canvas seems like a better solution because it allows more control over what happens on individual pixel levels.

Discuss why gitignore does not work on macOS.

- The .gitignore was not compatible with intellij for macOS. Therefore, a new gitignore file with macOS specifics was necessary.

August will be responsible for completing the first user story

Henrik will be responsible for Trello progress

Hampus will be responsible for domain model completion

Anthony will be responsible for RAD tuning and updating

Wrap up

Unsolved issues for next meeting:

- Are functional requirements the same as acceptance criterias?
- How to test the user story "Draw on canvas"?
- Remake current implementation and use BufferedImage?

Next meeting: Saturday 22/09-2018