COMP-302 TERM PROJECT WEEK-3 AGENDA

Group Name: Brogrammers
Date: 04.11.2021

Issues solved:

- We have brainstormed about the UML Sequence Diagrams, UML Communication Diagrams, Applicable Design Patterns, and the way of creating a start-up code for the SSD's for Login and Register.

- We have created 2 UML Sequence diagrams.

- We have created 2 UML Communication diagrams.

- We have applied 2 Design Patterns (Singleton and Observer) as interaction diagrams.

- We have created the start-up code for the SSD of Login and Register.

- We have created boards on Gitlab, and divided the work including 2 UML Sequence Diagrams, UML Communication Diagrams, and Applicable Design Patterns to each group member.

Issues which are not solved:

- We have not finished all UML Sequence and Communication Diagrams and the interaction diagrams for 5 design patterns. We finished only two of each task to show TA at the meeting.

- We did not implement the code version of design patterns, we want to ask our TA for some guide on how to implement these patterns.

Our plan for the next week:

- A plan for the next week, with specific actions and goals for each team member:

- We plan to do 2 UML Sequence Diagrams, UML Communication Diagrams, and Applicable Design Patterns per person. And then we meet via zoom and do some error checking.

- We plan to start and finish UML Package and UML Class Diagrams.

- Also since the starting code is 50-100 lines of code, we will work on the Java Swing library, and write the code in a zoom session. Of course, the classes we will create will be all planned beforehand, on a google drive document, then we fast code it.

■ Issues you would like clarified by the TA and/or the instructor:

1) How can we implement the design patterns, such as the "Singleton" pattern at this phase? We tried implementing some patterns but we were not sure if it made the code pluggable. So far, it looks like high cohesion low coupling.

2) How do handlers work for the same page of the game? If there are buttons for the same page, should they be handled by the same handler class?