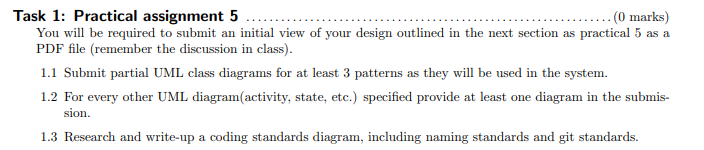
Cult of COS

TO DO :

Identify all design patterns. (minimum of 10 needed)

Decide, game or real?

Divide work.

Plan for Tuesday, 

Next meeting date.

Coding standards

GUI (RayLib)

Doxygen

Setup GitHub

PATTERNS: Cole , Ivan , Justin , Julia , Charl , Janicke

Main

Strategy for Chef types 0

( State [customer happiness / ready to order <- this is for a table ] /) 1

(Iterator [ checking table availability / searching for the reserved table ] ) 2

( Command [ (CONTROLS CUMMICATION BETWEEN MOST CLASSES for example, talks to iterator to retrieve seating location for clients {receives order from main woman], when customer pays sends to bank ens / floor, opens and closes restruant, spawns customers in background ] ) 3

MaitreD

Floor

( Chain of responsibility, for movement of order and then splitting it up so that it goes to the correct chefs ) 4

(Mediator [kitchen window talking to chefs to split up order] ) 5

(Restaurant for singleton (instantiated by main woman)) 6

(Factory method for creating customers works through main woman, calls customer object) 7

(Observer for state of customers / available seating [we are using push observers that will call on waiters, if we run into thread issues use waiters to constantly check) 8

(Decorator for table and menu items) 9

(Composite for Menu items/ section hold tables, tables holds clients) 10

REMOVED : (Template Method Opening and closing restaurant) 11

(Adapter if we cant find more)

MEETING 2:

Justin brings laptop to demo at orange lab 13:00.

Justin : General code starting (creating classes and header files)

Cole + Charl + Janicke + Julia : 2.1

Cole + Charl : 2.3 – 2.5

Janicke + Julia : 2.6 – 2.8

Ivan : Start GUI

Justin + Ivan : Document code using doxygen.

MEETING FRIDAY AFTERNOON 14:00.