

and I OOPP

# THURSDAY 22.10.20

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09:00 / DISCORD

## PARTICIPANTS

Aline Eikeland, Emil Lundqvist, Hugo Ganelius, Viktor Johannesson, Felix Oliv

## CHAIR

Aline Eikeland

## REPORTS

- Monday
  - Felix and Viktor started Tower of Hanoi View and ViewModel
  - Emil and Felix fixed Leaderboard update
  - Hugo fixed onEvent
  - Aline fixed Optional in Player
  - Hugo wrote tests for ViewModel
- Tuesday
  - Hugo continued writing tests for ViewModel and stuff
  - Aline struggled with db connections
  - Emil implemented settings
  - Viktor wrote RAD
  - Felix and Viktor finished Tower of Hanoi View and ViewModel
- Wednesday
  - Aline implemented storeGameSession in ViewModel
  - Emil and Hugo struggled with login
  - Felix wrote tests

- Viktor wrote SDD

## ISSUES/QUESTIONS

- Do the Games have additional public methods outside those defined by the interface?
  - Yes, those are needed
  - This makes it difficult for ViewModel to attribute Games instead of specific classes
  - Abstraction can't be made if it comprises ability to develop new, better views for individual games

## DISCUSSION

- Can the adapters be abstracted?
  - Probably, **will try**

## TO DO

- Persistent bugs have made us fall behind our schedule
  - Thursday can not be fully devoted to small issues
  - Mostly following Monday's plan
- MAIN PRIORITY
  - Emil, Hugo, Aline connect missing parts together
  - RAD and SDD must be finished
- Second priority
  - Viktor abstracts the adapters
  - Felix will consider abstracting Game instances
- Friday
  - Polish the project and documentation

## NEXT MEETING

- Supervisor meeting Friday 12:00
- G3 presentation Monday 13:35, our presentation Wednesday 8:20