

and I OOPP

MONDAY 12.10.20

15:15/ DISCORD

PARTICIPANTS

Aline Eikeland, Emil Lundqvist, Viktor Johannesson, Felix Oliv

CHAIR

Aline Eikeland

REPORTS FROM SUPERVISOR

- Filereader does not work in emulator, works in tests
 - Emulator runs Linux, test OS, the group uses Windows
 - Emulator needs different path
 - To avoid hardcoding different paths, use asset manager
- RAD
 - Expand definitions part
 - JSON server not defined enough
 - Rest server, end points should be mentioned
 - Example results for end points after run
 - Persistent data management should discuss client part of Gson
 - REST API
 - Http connections
- Circular dependence
 - STAN graph indicates a circular dependence
 - A Fragment is sent like a context
 - Mostly solved, dead code still shows
- Testing coverage

- Should be 90% line coverage
- Exceptions should also be covered
- Testing View and ViewModel needs to be done with Android tests
- Commenting lacking, especially in View and ViewModel
- Event bus
 - Might be unnecessary
 - As of now does not increase abstraction
 - Might be useful in further development
 - Uses Singleton which is usually bad practice
- Social packaging
 - Repackage in social model, sterilizing interface, sterilizing implementations
 - Following above, Player constructors needs to be public
 - With current system Player constructors can be private
 - Probably not an issue
 - Look into it

REPORTS

- Much of the groups time was spent on the peer review. What was planned Thursday is mostly to be done
- Model and View connections
 - Emil, Aline, Felix, Hugo started but ran into problems and did not accomplish much
 - Felix fixed the issue in a non-pleasing way and also finished the MVVM connection
- Started writing Tower of Hanoi
 - Hugo
- Writing and documentation scoring
 - Aline is partially finished
- Refactored social
 - Aline is done
- Written on peer review
 - Everyone

ISSUES/QUESTIONS

- Viktor has onClick main screen problems
 - Has occupied most of his time but is finally resolved
- Assets
 - Need to find a solution
 - Look into it, ask supervisor if not resolved by Friday

DISCUSSION

- Colors
 - Black and white is too much of a contrast
 - Front-end already planning to switch to less contrasting colors
 - Follow color scheme set up in Figma
- Leaderboard design
 - Risks becoming very visually heavy
 - At least 10 toplists variations as of now
 - **Tabs for friends/global**
 - Can swipe between tabs
 - At top level or deeper?
 - Drawer for game type?
 - Looks messy, confusing
 - Both show, split cut horizontally
 - Too heavy for a smartphone display
 - **Top level menu for game selection**
 - Understandable
 - Clean
 - Personal statistics
 - Graph
 - **Skill pentagon**
 - Shows skill or game type?
 - Prioritize leaderboards, then personal statistics

TO DO

- Colors (5h)
 - Viktor
- Animations (6h)
 - Viktor
- Statistics / Leaderboards (10h)
 - Emil
- Start settings (7h)
 - Emil
- Solve Assets issue (4h)
 - Felix
- Go through major list of minor issues (6h)
 - Felix
- Continue Tower of Hanoi (6h)
 - Hugo
- Finish scoring implementation and social refac. (8h)
 - Aline
- Tower of Hanoi GUI (6h)
 - Aline with the help of Viktor
- Write RAD (6h)
 - Hugo

NEXT MEETING

- Thursday 13:00
- Supervisor meeting Friday 12:00