FRIDAY 18.09.20

11:00 / DISCORD

PARTICIPANTS

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

CHAIR

Aline Eikeland

REPORTS (NO DISCUSSION)

- Finish main page (10h)
    - Emil has mostly finished, some button issues
- Code Player (8h)
    - Aline has finished a social shell, needs decision about where to host player information
- Code Mini Games (8h)
    - Felix has finished a shell, some issues with view-logic connection
- Finish reaction test (3h)
    - Viktor is finished
- Code Chimpanzee test logic (12h)
    - Hugo has started
- Continue class diagram
    - Some backlog
- Upload tasks to Trello (1h)
    - Hugo has updated trello board

QUESTIONS

- Travis doesn't seem to work
    - Error at startup
    - **Ask supervisor**
- Where do we host the social data?
    - **Try JSON for now**
- How to use Clickable
    - **Clickable things are supposed to extend Clickable**
- Should we use Fragments?
    - **Yes**

ISSUES

- Master does not work without appeareant reason
    - Seemingly identical branch works fine
    - Can not run
    - Similar issue was solved with pulling master again
    - **Entire group will try to see if problem remain**
- How to connect main page buttons?
    - **Viktor and Felix will show**

DISCUSSION

- Should GUI be common for every mini game?
    - Seems advanced
    - GUI should just interpret coordinates, should not be too hard
    - As of now, with the State pattern in the mini games the mini games only have public methods startGame and stopGame
    - Some games might use f.e. query boxes
    - All button games could be common
    - **Ask supervisor**

TO DO (TUESDAY)

- Document all coding changes
    - Everyone
- Understand and implement JSON for social (12h)
    - Aline
- Continuous work with mini games (12h)
    - Felix
- Continous work with main GUI (12h)
    - Emil
- XML for buttons (12h)
    - Viktor
- Chimp test (5h)
    - Hugo
- Experiment with Clickable (12h)
    - Hugo and Felix

NEXT MEETING

- Supervisor 12:00
- Tuesday 11:00

QUESTIONS TO SUPERVISION

- Travis issues
- Common GUI
- Clickable
- Stories and tasks