

and I OOPP

# TUESDAY 22.09.20

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9:00 / DISCORD

## PARTICIPANTS

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

## CHAIR

Aline Eikeland

## REPORTS FROM SUPERVISOR

- Travis does not work
  - License has not been accepted
  - Google it
- RAD
  - Perhaps too long of an introduction
  - Add user stories, functional, non-functioning requirements, GUI sketches
- SDD documentation should also be continuous
- We need to spread the programming work
  - Differentiating max 20% code lines
- Reaction time
  - Model is handling threading, should be controller responsibility
  - Only game requiring threading
  - If it is handled from the outside, game is not generic enough to be part of the State pattern
  - Model can return a list of functions to controller to run at certain times
    - A bit special
    - A clean MVC should be prioritized though

- Time for reflection if model code uses any android code or calling
- State pattern for mini games
  - Used correctly but naming is bad
- Are we to generalize the mini games GUI
  - Can use specific view classes for different games
    - Specific fragments
    - Factory for both view and game
      - Controller asks for the combination
  - View and model should be modular, controller is deeply connected to model
- Factory can also be used for threading
- A commit to a feature branch can be as broken as it is, as long as one does not push to master

## REPORTS (NO DISCUSSION)

- Document all coding changes
  - Needs continuous work
- Understand and implement JSON for social
  - Aline has started
  - JSON is being used
- Continuous work with mini games
  - Felix has implemented mini games fully for reaction time
- Continuous work with main GUI
  - Emil fixed issue with navigation bar
- Chimp test
  - Hugo has started
- Threading
  - Felix has started implementation of JavaTimers, removed threading

## QUESTIONS

- No particular questions

## ISSUES

- Discord is malfunctioning
  - Hopefully temporarily

## DISCUSSION

- Responsibilities should be more scattered, assign additional
  - SDD
    - Viktor
  - Social
    - Aline
  - Mini games
    - Felix
- Should the minigames be in absolute fullscreen?
  - Hide system bar?
  - **Don't hide system bar, use custom button to reach app global navigation**
  - **Don't use full screen fragments**
- Move Friday meeting to Thursday?
  - Thursday 13:15

## TO DO

- .idea-files is in repo, is to be removed (2h)
  - Felix
- RAD
  - Hugo updates tasks (2h)
  - Aline and Hugo writes in RAD (4h)
- SDD (6h)
  - Viktor starts

- Assignments from Friday meeting

## **NEXT MEETING**

- Thursday 13:15

## **QUESTIONS TO SUPERVISION**

- Is our RAD documentation sufficient?