MONDAY 19.10.20

PARTICIPANTS

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

CHAIR

Aline Eikeland

REPORTS FROM SUPERVISOR MEETING

- Prioritize tests over graphic look
- Remove example tests
    - For test syntax help, watch github
- Interface needs javadoc
- Get() in Interface Datamapper could return iterable
- File storage in Android is not working
- Send Interface or string
- Part of the program have bad performance due to methods that would not be used like this if we hosted a real server
    - Okay, explain in SDD
- Nested forloops can be minimized with streams
- Comments should explain the purpose, not describe the process
- Explains way to remove bad boolean, fixed live at meeting
- Modify onMemoryEvent!

REPORTS

- Felix made a new Stan and put in SDD
- Emil worked on Leaderboards but ran into some issues
- Aline has written testing for most of the progress and dataaccess packages
- Aline is mostly finished writing Javadoc for above mentioned packages
- Cleanup for social classes f.e. Player
    - Aline is mostly finished but Optional *issue* occured
- Hugo has written testing for MemoryGame and Tower of Hanoi
- Felix has written javadoc for ViewModel and ReactionGame
- Viktor has begun work with Tower of Hanoi GUI but ran into issues
- Felix fixed GridView changing-size-bug for MemoryGame
- Felix fixed HUD for MemoryGame
- Felix exchanged Context use in DataMappers to String
- Felix removed bad boolean in MemoryGame
- Viktor fixed the memory game bug, where it restarted from clicks outside the grid

ISSUES/QUESTIONS

- How to update Leaderboards
    - Leaderboards in one fragment
    - This needs to be update depending on which game it is showing
    - onClick should be called for clicks from gametype menu
    - Ask Viktor or Felix for more help
- Optional representing UserInfo
    - Optional does not work with Gson
    - UserInfo can be null
    - Can be okay to have allAccess UserInfo
    - Handle like an Optional, attribute can be UserInfo
- View for Tower of Hanoi
    - Find location for start and end points for drag-and-drop
    - Would be easier if the action was switched for start click and end click

DISCUSSION

- What needs to be done
    - onEvent
    - Finish testing
    - Finish Javadoc
    - Tower of Hanoi View and ViewModel
    - Statistics
        - Lower prio
    - Leaderboards
    - Fixes
        - Remove hardcoded magic numbers
        - Other small fixes
        - Rename stuff
    - RAD
        - Domain model needs updating
        - GUI needs updating
        - Possibly expand on DoD
    - SDD
        - Write about every package
        - Write about every design pattern
        - Persistent data management
        - Issues
        - STAN and PMD
    - Both
        - Dictionary
    - Make userInfo in player an UserInfo again
    - Login
    - Store GameSessions
    - GameStringFactory
    - Scoring remove odd dependency
        - Low prio
    - Settings
        - Log out

- Change password
  - Change email
- Add and remove friends

TO DO

- Monday
  - Everyone merges every branch
  - Felix and Viktor works on Tower of Hanoi View and ViewModel
  - Emil fixes Leaderboard update
  - Hugo fixes onEvent
  - Aline fixes Optional in Player
  - Hugo writes tests for ViewModel
- Tuesday
  - Hugo continues tests for ViewModel and stuff
  - Aline tests and javadoc
  - Emil implements settings
  - Viktor implements friend addition and removal
  - Felix and Viktor finishes Tower of Hanoi View and ViewModel
- Wednesday
  - Aline implements storeGameSession in ViewModel
    - GameStringFactory
  - Emil and Hugo implements login
  - Felix writes tests
  - Aline and Viktor writes on RAD and SDD
  - Aim to finish tests
  - Finish most of bigger implementation
  - All small fixes should be written in as a //TODO
- Thursday
  - Run PMD and add remarks to fixes to do
  - Meeting with listing of small fixes
  - Fixes
    - //TODO list
    - Renaming stuff (should be collected in list)

- Writes RAD and SDD
- Friday
    - Continue with fixes

NEXT MEETING

- Thursday 9:00