

and I OOPP

# MONDAY 05.10.20

---

15:00/ DISCORD

## PARTICIPANTS

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

## CHAIR

Aline Eikeland

## REPORTS FROM SUPERVISOR

- Nice git usage!
  - Try reviewing each others pull request to get a taste of normal industry routines
- Neat structuring of minutes (thanks)
- Prioritizing surrounding structure before mini games is a good idea
- Remove unused imports
- Javadocs missing
  - Especially in model
  - View second priority
  - Document as you write
  - Prioritize documenting public methods
    - Also private, especially those with complex logic
- Memory Game defensive copying not needed for primitives
  - Makes code less readable
- PlayerMapper
  - Break up in more mappers

- GameSessionMapper
  - PlayerMapper
- Helper class to f.e. authentication
- Good interface PlayerMapperInterface
- Good use of Optional
- Do not doublelink gamesessions and players
- Clean up
- RAD
  - Has improved but some parts are lacking
  - Save graphics as vector graphics to simplify scaling
  - Structure text
  - Prioritize to peer review deadline
    - Primarily user stories
- SDD
  - Has also improved
  - Missing design patterns in particular

## REPORTS (NO DISCUSSION)

- Felix finished implementing chimp game MVVM
- Felix and Viktor implemented memory game MVVM
- Hugo finished memory visual game logic
- Emil and Aline has begun implementing friends MVVM, (*Issue*)
- Friends, chimp game and MVVM was merged with master
- RAD and SDD was updated

## QUESTIONS

- No particular questions

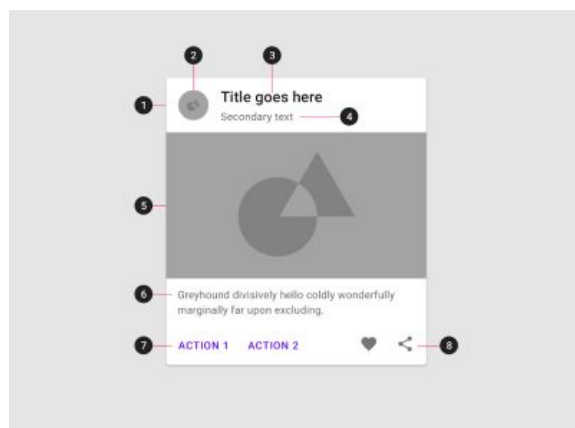
## ISSUES

- Difficult to understand how to implement friends MVVM
  - Need to work similar to other MVVM
    - Did not understand these

- **Felix will explain the MVVM system**

## DISCUSSION

- Peer review
  - **Divide the project into parts to look at individually, discuss Thursday**
  - Reading, understanding and discussing the project all and everyone at the same time?
    - Would be highly ineffective
  - Divide work by assigning different group members a number of files each?
    - Difficult to get a cohesive picture
      - We are however planning to discuss it together
    - Other divisions would be hard to do without first getting a basic understanding of the project
      - This would take time
      - Would probably have to be done by a single person
  - **For everyone to be able to start asap, we are assigning files**
  - **Write notes in overleaf**
- Main screen design? Other designs?
  - At game startup
  - Too simple
  - No indication of which game players is to play
  - The games will occupy too small part of the window



- Suggestion pictured above:  
<https://material.io/develop/android/components/cards> Use a RecyclerView with cards with big picture from the games, game name and short description below picture
- Can use Material design
  - Simple and looks nice
- **We will use suggested design**

## TO DO

- Peer review (2h)
  - Towers, Observable, Updatable, UpdateModel, Main
    - Felix
  - Every file containing the word enemy, Game
    - Aline
  - BaseCell, Board, Cell, Difficulty, GroundCell, ObstacleCell, PathCell, Player, Projectile, TerrainTYpe, WaterCell, WaveManager
    - Hugo
  - MapController,. ToolbarController, Observer
    - Viktor
  - MenuController, SideBarcontroller,, MouseController
    - Emil
  - FXML
    - Emil
  - RAD
    - Aline
  - SDD
    - Viktor
- Friends MVVM (4h)
  - Emil, Aline with the help of Felix
- Refactor connection View-Model to Model (2h)
  - Felix
- Abstract duplicated code MainScreenAdapter (1h)
  - Felix

- Refactor GameSession (3h)
  - Aline
- Refactor DataMapper usage (8h)
  - Aline
- Design refactor Main Screen (8h)
  - Viktor
- Document MiniGames (1h)
  - Hugo
- RAD work (1h)
  - Hugo
- Continuing other model work
  - Hugo
- Settings (2h)
  - Emil
- Notifications (8h)
  - Emil

## NEXT MEETING

Thursday 13:00