

and I OOPP

THURSDAY 15.10.20

14:15/ DISCORD

PARTICIPANTS

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

CHAIR

Aline Eikeland

REPORTS

- Colors
 - Viktor has finished
- Animations
 - Viktor is about halfway finished
- Statistics / Leaderboards GUI
 - Emil is almost finished
- Settings
 - Emil has started
- Assets issue
 - Felix has solved it, the solution seems a bit problematic
- Felix have solved several smaller issues
- Scoring implementation
 - Aline has finished but the code needs some cleanup
- Social refactoring
 - Aline has finished, code needs cleanup
- Tower of Hanoi

- Hugo has finished
- Hugo has written on RAD

ISSUES/QUESTIONS

- Assets issue from Monday 12/10
 - Solved but the solution seems strange
 - Seems to be common practice
 - Alternative: getter for Context in MainActivity
 - Seems like a worse alternative
 - Now: sends Context along with constructors
 - **Ask supervisor**
- Code reusing in Adapters
 - New RecyclerViewAdapter is very similar to MainScreenAdapters
 - Should reuse code
 - Parameterize?
 - Not ideal here
 - Inheritance works with the situation and the classes' relationship
 - **Inheritance should be implemented**

DISCUSSION

- Scoring methods very prestanda demanding
 - Okay because these methods are meant to be on serverside?
 - We use json-server, do not have a server and so implemented the methods on client side
 - **Ask supervisor but seems acceptable**
 - **Avoid nested for-loops**
 - For readability more than prestanda
- Boolean in MemoryGame (newGrid)
 - Compare grid
 - Issue if grids are identical
 - **Ask supervisor**
- Dead code

- Event bus
- ChimpGameEvent
- **Needs to be removed**
- Peer review
 - Much is about already updated issues
 - Next time: highlight in documentation which issues we are aware of so that it becomes easier to give us useful critique
 - Naming
 - Some naming does not follow Java naming standards. **This needs to be fixed**

TO DO

- Make new Stan and put in SDD (0.5h)
 - Felix
- Finish leaderboards (5h)
 - Emil
- Testing GameSession, scoring(6h)
 - Aline
- Javadoc for social classes f.e. Player (2h)
 - Aline
- Cleanup for social classes f.e. Player (4h)
 - Aline
- Testing MemoryGame and Tower of Hanoi (6h)
 - Hugo
- Testing view and viewmodel(10h)
 - Emil, if there is time
- Javadoc for View and ViewModel(4h)
 - Viktor
- Tower of Hanoi GUI (10h)
 - Viktor
- ViewModel for Tower of Hanoi (3h)
 - Felix
- Personal statistics (5h)

- Viktor, if there is time
- Make HUD for MemoryGame (1h)
 - Aline, if there is time
- Small fixes
 - Main responsibility: Felix
- If there is spare time
 - Ask the group if anyone needs help
 - Else notifications

QUESTIONS TO SUPERVISOR

- Are we using Assets the right way?
- Are the very demanding methods in ScoreFront okay?
- Using Strings for DB requests, object oriented or not?
- Can we drop the problematic boolean newGrid in MemoryGame?

LINKS

<https://www.oracle.com/technical-resources/articles/java/javadoc-tool.html>

NEXT MEETING

- Supervisor Friday 12:00
- Monday 15:00