

and I OOPP

MONDAY 28.09.20

15:00 / DISCORD

PARTICIPANTS

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

CHAIR

Aline Eikeland

REPORTS FROM SUPERVISOR

- User stories
 - Improved
 - Needs to be broken down further in tasks
 - Should be technical changes
- Threads
 - Replaced threads with timer
 - Seems like a timer is a type of thread
 - Abstract to avoid using timer in model
 - Makes the model less modular
 - But the model of a reaction test game requires a timer to function
 - Try to instead return something from game model?
- Avoid using Singleton pattern
 - Needs global state, global state is not very modular
 - Instead send instance
 - Ruins State pattern
- Can test have scattered dependencies

- Try to remove them, not that important
- Depending on language you can allow tests only to get access to private fields
- Separation of Controller and View
 - Fragments help

REPORTS (NO DISCUSSION)

- Structure GUI responsibilities chimpanzee test
 - Felix and Viktor are mostly finished
- RAD documentation
 - Viktor has updated RAD
- Removed Singleton pattern from model
 - Felix
- Profile and statistics GUI
 - Emil has mostly finished Log in, registration and profile GUI
- Server connection Social
 - Aline is mostly finished
- Update UML
 - Felix and Aline has updated some, needs more work
- Write tests for chimpanzee test
 - Hugo has written tests
- Start memory test logic
 - Hugo has started

QUESTIONS

- No particular questions

ISSUES

- Issue with singleton
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DISCUSSION

- Objectives for deadline Friday
 - **3 minigames**
 - Additional GUI needs to be created for memory test
 - Similar but not same as chimp test
 - **Friend system**
 - **RAD**
 - Mostly read to show
 - **SDD**
 - More work needs to be done
 - **Ranking and statistics**
 - Would be difficult to
 - **Meant to be a snapshot of code base now, do not stress through important**
- Objectives for the project at large
 - To be handed in October 23rd
 - **Prioritize structure around the games**
 - Friend system, ranking, statistics
 - No need to increase the amount of games, does not add complexity
 - Presenting the player with a personal /daily selection of games on front page
 - Requires more games
 - The functionality can be presented without many games
 - **If we have the time**
 - Statistics, scoreboard
 - Scoreboard is more important than statistics, especially since we have mostly developed the friend system
 - **Prioritize scoreboard**

TO DO

- Connect GUI with model (14h)
 - Felix and Emil
- SDD (6h)
 - Aline, everyone with time on their hands
- RAD (4h)
 - Hugo writes about user stories
 - Emil develops
 - Everyone with time on their hands
- Finish memory test (6h)
 - Hugo
- Implement GUI for chimp test and memory test (6h)
 - Viktor
- Finish friend relations model (10h)
 - Aline
- GUI for friend relations (8h)
 - Emil

NEXT MEETING

- Thursday 12:00

QUESTIONS FOR SUPERVISOR

- No particular questions