THURSDAY 8.10.20

PARTICIPANTS

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

CHAIR

Aline Eikeland

REPORTS (NO DISCUSSION)

- Peer review
    - Everyone has studied their part for the peer review
- Friends MVVM
    - Emil has begun, a meeting with more group members needs to be scheduled
- Refactor connection View-Model to Model
    - Felix has done his best
- Refactor GameSession and DataMapper usage
    - Aline is done
- Design refactor Main Screen
    - Viktor is mostly done
- Document MiniGames
    - Hugo is done
- RAD work
    - Hugo has fixed the user stories
- Settings
    - Emil has made a settings GUI and has begun work on notifications

ISSUES8

- How can we remove the bad boolean in memory game?
    - Intended to get the grid and draw it from GUI
    - The boolean that indicates a new grid (new level, loss) seems difficult to get rid of
    - There is an unused method for getting one single tilegrid
        - May not help in this situation
- Settings GUI, Friends MVVM
    - Everyone does not know the projects MVVM connections
    - Very similar issues, look at them together

DISCUSSION

- We need a unified method of noting small issues that needs to be resolved
    - **//TODO in code**
        - If runtime issue can not be located, where do you write the TODO?
            - **At the lines reported from exception message**
- Remaining work
    - What needs to be created / refactored?
    - Social model and GUI needs to be connected
        - This is most remaining work
        - Emil, Aline Felix should be sitting together
    - Hone the design
        - Colors
        - Memory game needs HUD for lives, time
        - Flip animation in memory game
        - Overall animations
    - Peer review
    - Work following our peer review
    - The existence of Event bus
    - Observers are occasionally odd
    - Another minigame?

- Tower of Hanoi?
    - Can be extended with levels, solving instructions
    - Can it have a leaderboard, considered it is not timed?
        - Both time and amount of moves could be used for scoring
            - Would not work with current scoring system
            - Points needs to be collected in one int
        - Moves is the most relevant, few will receive max score
- Question game?
    - Would be interesting to store questions

TO DO

- Animations (6h)
    - Viktor with the help of Felix
- Unifying colors (5h)
    - Viktor
- Model and View connections (3h together, additional planned from there)
    - Emil, Aline, Felix, Hugo will sit together Friday from 9:00
- Write Tower of Hanoi (12h)
    - Hugo
- Finish writing scoring and document it (10h)
    - Aline

PEER REVIEW GROUP G3

- Separate documentation

NEXT MEETING

- Supervisor meeting Friday 12:00
- Monday 15:00