

# Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-10-16

Chair: Jag (Erik)

Participants: Samuel, Oskar, Erik, Behroz, Sebastian, Pelle

## Objectives (5 min)

Questions:

1. In what package should the Constant class be in?
2. Should you create tests for IO? (Mock files etc)
3. Is our solution for having the main menu separate from Model good?
4. Angle in EmitterFactory when not every factory method uses it.
5. Where should the map package be?
6. Ask Pelle about his opinion of Kotlin.

## Discussion items (135 min)

1. Constant can be in a separate Config package. Also, maploader service might fit in utils. Constant is not the best name for the class because its "constants" are variable. Pelle says that our Singleton Constant class is not Singleton because we are not using enums. (<https://dzone.com/articles/java-singletons-using-enum>)
2. Pelle thinks we should rename a variable called folder in MapLoader. It's hard to test, but we can at least call method loadMaps() and see if it is not null. Pelle had an idea to make Waves be loaded from files as well, but our user stories are not formulated that way (but we should update our user stories to clarify this)
3. Our idea: Having a separate main menu View and only on the start button press will all our Model, SwingView and Controller.  
Pelle thinks the idea is good.
4. Let it be. (There will be unused parameters in emitter factory methods but it is not worth fixing)
5. Pelle thinks IllegalTileMapException should be a RuntimeException, and should also not be a custom Exception. The map package should stay. Moving mapreaderservice to utils will create dependencies from utils which is bad.
6. Pelle has never used Kotlin and therefore has no opinion of it. "All languages except Haskell are bad." But even Haskell is not perfect.

## Outcomes and assignments (5 min)

Move Constant file to config package and change its name to Config and refactor using enums to make it a real Singleton.

Change variable name in MapLoader. Change IllegalTileMapException to a subtype of RuntimeException.

Update our Wave user story.

Implement the idea of creating the main menu before the game model.

## Wrap up

Next meeting: Monday 13:00 2020-10-19