

**Facilitator:** Hugo Ekstrand

**Participants:** Hugo Ekstrand, Love Gustafsson, Elias Ersson, Leo Karlsson Oinonen

**Date:** 2021-10-15

# Meeting Agenda

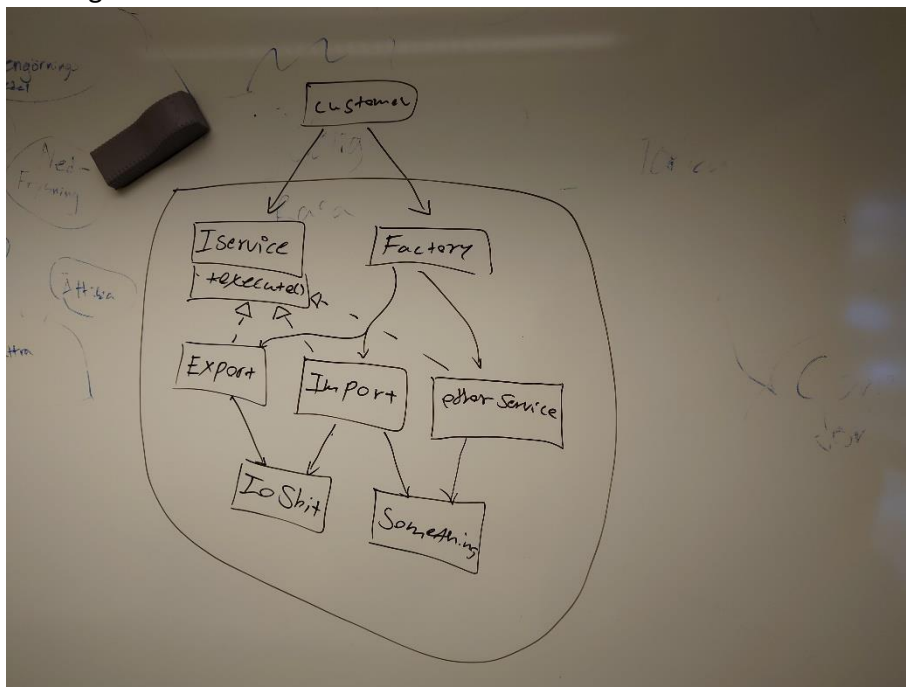
Group meeting for group C7 with supervisor

## §1 Objectives

- Show what we've added/done.
- Clear up project structure.

## §2 Discussion Items

1. Should Color, Vector2D, and Tuple be in model or a util class? What about IObservable and IObservable?
2. Services. Should they use their own interface and factory so that they are more abstract and nullify any concrete dependencies (except for the factory of course)? We drew a sketch last meeting:



## §3 Outcomes and assignments

### Outcomes:

1. Yes. That seems logical and is good separation. Technically Vector2D and Color are parts of the model, but they do not depend on anything and are used a lot in both the view and controller. This infers that they are a good candidate for a utility class.

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2. Yes. This is not optimal, but it is better than the current system. It decreases concrete dependencies and promotes single responsibility, since each service has its own and very specific task.
3. The supervisor also advised us to focus on the writing since we seem to have a good structure in our code. This is so that we have less stress for the turn in.

## **§4 End of Meeting**

Next meeting is Tuesday 2021-10-19 09:00 at whatever room that is empty (everything was booked).