

card game setup

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Initials plans

- 2 players card game.
- players move cards over the field.
- exact rules to be determined.
- make a setup that is scalable.

Evolution of the plans

- Minimum vertical slice achieved.
- Did not meet sprint goals.
- learning vs meeting goals.
- Lower demands to get things done.

Architecture

Ruby, Ruby, Ruby. More specifically, ruby on rails.

- Model: plain ruby
- View: erb-files and css
- Control: ruby, heavy rails dependency.
- Channels, for web-sockets.

Architecture, some specifics

- No-db (rails, please)
- gems: mini-test
- gem: turbo-frames/streams
- gem: pry (in the later stages)

Objectives

- Technical: Learning ruby/ rails
- Personal: Structuring a bigger project.
- Making choices is difficult

Take-aways

- Working with, against and around a framework.
- Minimum viable product also goes for architecture.
- Distinction between theoretical understanding and a working app.