

# Decision protocol

## Work-division model

We decided, that at first, we want to implement the base functions of the game. So that we implement everything, except the advanced functionality, more precise the two functionalities: PATH\_FOLLOWER and PATH\_FINDER. We then decided, to split the work as even as possible in three parts. We have split the work in the following manner:

- Nadine Moser:
  - o Class: Game
  - o Class: GameController
- Robin Meier:
  - o Functionalities: User Input and Output
  - o Class: UserMoveStrategy
  - o Class: MoveListStrategy
- Yves Brändli:
  - o Class: Track
  - o Class: Car
  - o Class: DoNotMoveStrategy

In the first place, everyone had to open up issues for himself, which were assigned to the different functionalities.

## Branching model

We create an issue for every branch with the uniform naming *issueNumber-issueName*. Only when the code in the branch is fully realized, runnable and tested, the person is allowed to make a pull request. A different group member will check it and give feedback if necessary. After that the person responsible for the pull request is allowed to merge their code into master.

## Deadlines

We just had two deadlines. Those were the following two:

- 4. March 2021: Everyone reads their classes or functionalities and writes his/her issues.
- 15. March 2021: The basic functionality of the game has to be finished.