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:
  + Class: Game
  + Class: GameController
* Robin Meier:
  + Functionalities: User Input and Output
  + Class: UserMoveStrategy
  + Class: MoveListStrategy
* Yves Brändli:
  + Class: Track
  + Class: Car
  + Class: DoNotMoveStrategy

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

# Branching model

We have decided to match our branches to the issues, that everyone created. Also we’ve decided, that we want uniform names. We took the number of the linked issue and the name of the issue and created the names like that: *issueNumber-issueName*

# 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.