

Mentor Meeting 11/14

Agenda

- Feedback on design
 - Is it reasonable?
 - Can you foresee any problems we might run across trying to implement the MVP as documented?
 - Specific points:
 - Storing game only as sequence of moves vs. also storing it statefully. How bad is redundant storage?

Progress Report

The beginning of this week turned out to be a hosed time for all of us. We weren't able to go much past the design docs. Damien has started to work out websockets, and hopefully in the past few hours Ben has laid out skeletons of the Rails models which set in place the relevant associations. So there's a lot of coding to be done in the next three and a half days. That said, your feedback on our design will help us get going.

Minutes

1. Talked about feasibility of keeping the entire state of the game
 - a. It's feasible
 - b. That said, the design of storing turns saves us from the trouble of storing variable-size sets in current game state, and incurs bounded overhead, so will probably work fine for this project
 - i. The real solution would be not to use a relational database, to use something that allows you to store lists (MongoDB, etc.)
2. Talked about CSRF tokens (arbitrary post requests from hacker website; `protect_from_forgery`)
3. Try to define score ASAP?
4. Talked about goals and how to define them more properly (should be something that can be defined as implemented or not)
5. Goals
 - a. A goal is a little more concrete: it's something you can later look back on and be like, "Okay, did I achieve this goal?"
 - b. Goals are, a little closer to a feature almost
 - c. Concrete things we would like the app to do right?
 - i. Keep track of previous games played, etc.
 - ii. Provides mechanisms for people to become better at the game
6. Use noun in context diagram ("Game View" instead of "Show Game"?)
7. Even for the MVP, the UI should look nice. Would you play the game? Well, the UI should look nice.
8. Start by focusing on the protocol (websockets part) and work your way out; this will

make things easier for you

- a. You may think the game logic can be implemented in parallel, and in theory that is true; but the creation of the protocol often ends up depending in some ways on the way the game logic is implemented.
9. It would help to be in the same room for much of the time -- this will make things feel better for members of the group (rather than just having people commit remotely all the time).