Group: team purjolok
Date: 18/10 2021
Chair: Jakob
Notetaker: Hedy
Participants: Isabelle, Hedy, Jakob, Joar, David, Johan

Objectives

Reports

Hedy Refactoring: Think most of the feedback from Pelle last Friday has been fixed. Lots of changes, but should still function as usual, or with some additions. (Law of demeter stuff, matrices, coordinates, dividing code into smaller parts, removing unused code, moving methods)

Peer review has been handed in.

Discussion items

Testing: Try to keep things private or protected, but if necessary make things public or make another method that is only used for testing.

Looking at some of the feedback, many things have been changed in the refactoring, but some things left to consider are:
- remove playerTurnSlot
- less text on the screen, hide behind help view
- divide the code in model into smaller parts

Outcomes and assignments
- Jakob: write tests
- Joar: write tests
- Johan: write tests + ev. feedback/refactor/bugfix
- David: write tests
- Isabelle: UML + documents
- Hedy: Uml + documents + feedback

Wrap up