

Date: 2017-04-10

Chair: Ludvig Andersson

Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

Meeting agenda

Group 10, Parallax

1. Objectives

- We need to discuss how to divide the work.
- We need to discuss the class diagram
- We need to discuss how to work during Easter.
- We need to discuss the individual assignment (background)
- We need to discuss code commenting (for test classes)
- Set standards for how we code

2. Reports from the previous meeting

We have worked mostly in groups since the last meeting.

- We have created a working program for both Android and Desktop, but the VR implementation is yet to be finished. A demo from the VR extension is now working, but the implementation is not done.
- We have started working on class structure in the program. We have started to create directories for classes that are related. These directories have also gotten some test classes.
- We have continued on the documenting aspect of the project. All the meetings have been finished, the group contract has been sent in and a first draft of the report has been created with a “disposition” and a “syfte”.

3. Discussion items

We will need to go through the program and pinpoint what the next goal is and what we need to do to get there. This will be done by discussing the classes and looking at the class diagram.

We will continue on the already existing parts of the class diagram and then improve it.

The rest of the points from *objective* headline will be a pure discussion where we will summarize the decisions below.

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4. Outcomes and assignments

We have three main things to work on, the goal is to finish these tasks before Friday (2017-04-10). We divided them as follows:

- Anthony keeps working on the course implementation/ getting the ship movement working.
- Rasmus works on the class structure, creating directories and placing related classes together.
- Markus works on the VR implementation, trying to make the extension work with our project.
- Ludvig works on the ship tests and then starts working on other tests.

The class diagram is something we will come back to later, it needed more time and we were not able to finish it in the time span of the meeting.

We decided to first put up a goal to follow, and then adjust the time working after this goal. The goals were:

- First UML
- Playable course
- Tests for implemented classes
- Structure of classes
- Background for the rapport

We planned to work full-time Tuesday to Thursday and then see how far we had gotten.

The individual assignments are based on the following headlines below, the names after represent which group member that is going to write it.

Domain driven design	-	Ludvig
VR- Google cardboard	-	Anthony
Test driven design	-	Rasmus
Agile work process	-	Markus

We need to work on our comments, we should comment what classes and methods are meant to do so that other people will understand the code.

Regarding code structure: the code structure will follow the usual guidelines, camel casing on names, capital letters in the classes, verbs in interfaces (or an "I" before, for example Iinterface), methods starting with minuscule and ENUM valuables should be all capital letters.

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5. Wrap up

We will work towards our goals and try and finish as much as possible before Easter.

Next meeting will be on Monday (2017-04-24) 08:00-09:45