

# Streda 21.10.

Wednesday, October 14, 2020 7:27 PM

## Agenda:

- Z čoho sa generuje graf a aké jazyky to podporuje
- Retrospektíva (možno sa presunie na piatok)
- Definition of done & Definition of ready
- Prekonzultovať hodnotenie taskov
- Prekonzultovať postup pri opise vacsich uloh a ich akceptacnych kriterii
- Vyriešiť problém s inštaláciou (make CopyExternalDataToUnity)

```

~/TP/3dsoftvis_remake_build -- -bash
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/strict.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/core_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/cl_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/luas.bat
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/execution_order_sync_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/monscript_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/insulate_files.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/cl_gc_error.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/export_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/insulate_files2.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/cl_error_messages.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/modules
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/modules/file_loader_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/modules/output_handler_loader_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/modules/cli_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/modules/configuration_loader_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/modules/luacov_spec.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/cl_errors.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/cl_test_module.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/cl_failing_support.lua
-- Installing: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_install/share/busted/test/spec/async_spec.lua
[ 8%] Completed 'dep_busted'
[ 8%] Built target dep_busted
Scanning dependencies of target dep_luafilesystem
[ 9%] Creating directories for 'dep_luafilesystem'
[ 9%] No download step for 'dep_luafilesystem'
[ 10%] No patch step for 'dep_luafilesystem'
[ 11%] No update step for 'dep_luafilesystem'
[ 11%] Performing configure step for 'dep_luafilesystem'
-- The C compiler identification is AppleClang 10.0.1.10010046
-- Check for working C compiler: /Library/Developer/CommandLineTools/usr/bin/cc
-- Check for working C compiler: /Library/Developer/CommandLineTools/usr/bin/cc -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Detecting C compile features
-- Detecting C compile features - done
DIST_NAME: luafilesystem
DIST_VERSION: 1.6.2
DIST_LICENSE: Kepler
DIST_AUTHOR: Roberto Ierusalimsky, André Carregal, Tomás Guisasaola
DIST_MAINTAINER: Peter Drahos
DIST_URL: http://www.keplerproject.org/luafilesystem/
DIST_DESC: File System Library for the Lua Programming Language
DIST_DEPENDS:
-- Found Lua: /Users/Andrej/TP/3dsoftvis_remake_build/dependencies_bin/lib/liblua.dylib (found version "5.1.4")
-- Configuring done
-- Generating done
-- Build files have been written to: /Users/Andrej/TP/3dsoftvis_remake_build/luafilesystem
[ 12%] Performing build step for 'dep_luafilesystem'
Scanning dependencies of target lfs
[ 50%] Building C object CMakeFiles/lfs.dir/src/lfs.c.o
[100%] Linking C shared module lfs.so
ld: file too small (length=17) file '/Users/Andrej/TP/3dsoftvis_remake_build/dependencies_bin/lib/liblua.dylib' for architecture x86_64
clang: error: linker command failed with exit code 1 (use -v to see invocation)
make[6]: *** [lfs.so] Error 1
make[5]: *** [CMakeFiles/lfs.dir/all] Error 2
make[4]: *** [all] Error 2
make[3]: *** [luafilesystem/src/dep_luafilesystem-stamp/dep_luafilesystem-build] Error 2
make[2]: *** [CMakeFiles/dep_luafilesystem.dir/all] Error 2
make[1]: *** [CMakeFiles/CopyExternalDataToUnity.dir/rule] Error 2
make: *** [CopyExternalDataToUnity] Error 2
MacBook-Air-uzivatela-Andrej:build $

```

termina...

- TP Cup? - chceme ist ci nie?

## Standup:

Niko – prechadzal, analyzoval projekt a dokumentacie

Jožo - nainštaloval projekt, prešiel metodiky, robí na definition of done, definition of ready a vytvorení životných cyklov pre epic a features (tieto veci sú zároveň problémom)

Mišo - rozbehal projekt, prešiel minuločné veci, vytvára web stránku, komunikácia s členom tímu z minulého roku

Samo – pozeral dokumentáciu, gitlab, metodiky

Ado - rozbehával projekt, komunikácia s členom tímu z minulého roku, riešil docker

Ivka – pozerala a upravila dokumentáciu, pozerala Unity kódy, gitlab, metodiky

#### Retrospektíva:

- Start
- Stop
- Continue

#### TODO:

- Lepšie pripravovať úlohy v TFS - dôležité
- Niekoľko by si mal nastudovať architektúru systému - Niko?
- Retrospektívu spísať pred stretnutím po skončení šprintu (start, stop, continue + percentá)
- Úlohy by mali byť po šprinte to accept alebo done
- Zlepšiť zapisovanie "krabičiek" - opis, akceptačné kritéria, effort, definition of done
- Zdefinovať si naše definition of done a akceptačné kritériá

#### Šprint:

- Dokončiť životné cykly
- Aktualizovať dokumentácie
- Epic - analýza projektu -> oboznámenie sa s architektúrou
- Epic - infraštruktúra -> kontrola stavu CI, kontrola stavu repozitárov
- Hrať sa s projektom

#### Do budúcnosti:

- Refaktoring – 3 ľudia
- Údržba CI, merge vetiev – 3 ľudia



Screeny\_...