

## **Meetings**

### **A8**

18/11 - 2H - In Person

This first meeting was about introductions and initial setup.

### **A9**

24/11 - 1H - Discord

Online session was conducted to wrap up the first meeting. Team name, team logo and documents created and started writing.

25/11 - 2H - In Person

Gantt chart and plan created. We used a style that would allow for cascade work i.e. one person's work would follow on from another's but it was ensured that there was no 'dead space' meaning time management was efficient and will hopefully expedite the project. (Please refer to week A9 Gantt chart).

29/11 - 1H - In Person & 30 mins - In Person

This session consisted of producing questions for the customer which were about both functional and non-functional requirements that would allow the team to elicit how our project would be produced. The 30 minutes was used for the meeting which was constructive and induced a conversation about more in-depth non-functional requirements (more than our team had already thought about). This discussion acted as a soundboard for ideas

### **A10**

2/12 - 2H - In Person

This focused on talking about our sections' progression and checking against each other's gantt chart expectations. The gantt chart was changed accordingly: pushing back certain elements, due to other module exam commitments; keeping previous timetabled parts; adding a new graphic to indicate work which had been completed early. (Please refer to week A10 Gantt chart).

In the next portion we started as a group to moot ideas and consider requirements, putting them in writing as this will allow numerous other parts of the project to progress (especially architecture—taking the requirements and atomically splitting them to implement classes etc.).

8/12 - 1.5H - Discord

The review of the current progress was conducted but the main and targeted focus was on the requirements section (appraising what they are and how they should be represented properly coherently as well as their risks). This is because this section provides the basis for many others.

### **C2**

16/12 - 1H - Discord

Team has looked over work from different segments and updated the gantt chart and proposed next steps for the project.

23/12 - 30 min - Discord

Short meetup.

**S1**

07/01/2022 - 1H - In Person

The website was discussed first both in its presentation and organisation. Also, more of the risks were evaluated by all the team as to their coherency (having each team member's relevant risks for each project segment allowed for more in-depth descriptions). Architecture was discussed and ideas about the software implementation were discussed and the merits of the ideas were discussed. Of course, new deadlines for further work were set and the gantt chart was updated. Graphics were discussed also.

**S3**

21/01/2022 - 2H - In Person

The final parts of the project are coming together. Architecture review as far as possible before final game implementation (proper UML of game classes variables etc.). The game itself has already had implementation (basic functionality) today's session will continue its progress. The 'customer' was also contacted to reinforce the design and keep the benefits of the hybrid development the team has chosen.

24/01/2022 - 1.5H - In Person

Building assets in game. Finalising various documents in the project and checklisting all aspects.

26/01/2022 - 30 minutes - Zoom

Second customer meeting. Clarifying if functional and non-functional requirements have been met as well as any other relevant customer needs.

**S4**

28/01/2022 - 1.5 - In Person

One of the final meetings where the rubric of deliverables were assessed, assessment requirements read through again and uploaded to the website.

31/01/2022 - 3.5 - In Person

Final proof reading and implementation of javadocs as well as website finalisation.