# Minutes for CSC2058

# Group 1 Date of this minute ­­­­­13/11/2024 Location (Room No. and/or Teams): CSB 01/020

The following team members were present (in the same meeting room or on Teams) when these minutes were discussed:

|  |  |  |
| --- | --- | --- |
| Name (printed/typed) | In room (R); On teams (T). | Signature (agreed bitmap or initials) |
| Htoo Myat Naing | R | H |
| Aleeya | R | A |
| Sebastian | R | S |
| Ahmed | R | A |
| Serafy | R | S |
| Ignacio | R | I |

Task Reporting (Briefly list what each team member did in the last week/since the last meeting if < 1 week.\*)

Name (1): Htoo Myat Naing

* completed last week’s assigned use case descriptions
* completed the game sequence diagram
* Take the minute meetings
* make insights on trading of the tasks

Name (2): Ignacio

* created the visual game board
* created the game cards (chance cards and task cards)
* suggested for players to be able to pay when that player lands on another player’s square

Name (3): Ahmed

* Thorough handbook analysis
* made a better game sequence
* make a good insight on how the game’s going to work

Name (4): Aleeya

* completed last week’s assigned use case descriptions
* research about the scalability of anaerobic plants

Name (5): Serafy

* research in depth on the anaerobic reaction
* research in depth of scalability
* made insights on the game sequence

Name (6): Sebastian

* completed last week’s assigned use case descriptions
* thorough handbook analysis
* Emphasize more on Ignacio’s idea of the game sequence
* suggested to pay for a player with no task who have no commitment

Actions Planned (Briefly list what each team member will do this week/until the next meeting if < 1week.)

Name (1): Htoo Myat Naing

* complete newly created use-case descriptions
* make changes in the use case diagram and start class diagram

Name (2): Aleeya

* complete newly created use-case descriptions
* make changes in the use case diagram and start class diagram

Name (3): Ahmed

* start the show casing of the game (presentation)
* research better ways for the game sequence

Name (4): Serafy

* research about what to show case in the presentation
* helps Ahmed with the materials that we can present

Name (5): Ignacio

* Make main changes to the game board
* Design the better game sequence

Name (6): Sebastian

* complete newly created use-case descriptions
* make changes in the use case diagram and start class diagram

Obstacles (List briefly anything that may be blocking your progress and the possible solutions you need to investigate. Indicate ‘O.K.’ if there are no obstacles you are aware of.)

Name (1): Ahmed

* Come up with better game sequence because the sequence is still not that fluid

Name (2): Aleeya

* Take out Roll Dice use case because it’s redundant and not required

Name (3): Sebastian

* Optimise the use case diagram because it’s not fluid

Name (4): Serafy

* O.K

Name (5): Htoo Myat Naing

* make changes to the use case description of changes done by Sebastian and Aleeya

Name (6): Ignacio

* The assigned resources are still vague

**Date of next minutes meeting: 16/11/2024**

**Location of next minutes meeting: (Room No. and/or Teams): McClay Library Room 4**