# Minutes for CSC2058

# Group 1 Date of this minute ­­­­23/10/2024 Location (Room No. and/or Teams): Room

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) |
| Ahmed Wisam | R | A.W |
| Htoo Myat Naing | R | H.M |
| Aleeya Emelna | R | A.E |
| Igancio Carbonell | R | I.C |
| Sebastian Valdes | R | S.V |
| Abdelmoniem Elserafy | R | A.E |
|  |  |  |

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

Name (1): Ahmed Wisam

* Research on potential investors and why would they invest.
* Look at the Size and the Prices
* Story and Objectives

Name (2): Htoo Myat

* Learn more about Anaerbic Digestor
* Experiment with LibGDX

Name (3): Aleeya Emelna

* Learn more about Anaerbic Digestor
* List out our task for submition

Name (4): Igancio Carbonell

* Learn more about Anaerbic Digestor

Name (5): Sebastian Valdes

* Learn more about Anaerbic Digestor
* List out a very sumarised requirement of the project

Name (6): Abdelmoniem Elserafy

* Learn more about Anaerbic Digestor

\*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

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

Name (1): Ahmed Wisam

* Find ways to incorporate a real world solution into a software elements.
* Revisit and build more on the UML and use case diagram for the project structure
* Finalise what solution would we solve.
* Cover the game task
* Email Ian about a meeting this week

Name (2): Htoo Myat

* Find ways to incorporate a real world solution into a software elements.
* Revisit and build more on the UML and use case diagram for the project structure
* Finalise what solution would we solve.
* Cover the game task

Name (3): Aleeya Emelna

* Find ways to incorporate a real world solution into a software elements.
* Revisit and build more on the UML and use case diagram for the project structure
* Finalise what solution would we solve.
* Cover the game task

Name (4): Igancio Carbonell

* Find ways to incorporate a real world solution into a software elements.
* Revisit and build more on the UML and use case diagram for the project structure
* Finalise what solution would we solve.
* Cover the game task

Name (5): Sebastian Valdes

* Find ways to incorporate a real world solution into a software elements.
* Revisit and build more on the UML and use case diagram for the project structure
* Finalise what solution would we solve.
* Cover the game task

Name (6): Abdelmoniem Elserafy

* Find ways to incorporate a real world solution into a software elements.
* Revisit and build more on the UML and use case diagram for the project structure
* Finalise what solution would we solve.
* Cover the game task

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.)

The whole group has an issue where we have few questions to ask Ian or the Advisors so that we could proceed ahead

**Date of next minutes meeting: 23/10/2024**

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