# Minutes for Group: 19 Week commencing: 01/02 Date of this minute: 02/02

# Meeting No: 01 Meeting duration: 45 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Jordan:** 
  + Produced a draft UML use case diagram.

**Meeting Minutes – Group Discussion / Decisions**

* Explored our understanding of how the game should work, to make sure we’re all ‘on the same page’ with what the finished product should look / feel like especially in terms what our game looks like - the "game outcomes" and "concrete scenarios".
* Discussed ideas so far on progressing the project.
* Added to Jordan's preliminary UML and split the diagram into 4 individual flow / use cases that each group member could create use case descriptions for by the next meeting.

**Actions Planned**

* **Everyone:** 
  + To create use case descriptions from the assigned elements within the use case diagram.

# Minutes for Group: 19 Week commencing: 08/02 Date of this minute: 09/02

# Meeting No: 02 Meeting duration: 1 hour 30 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Jordan:**
  + Use case description written for:
  + Auction square.
  + Buy square.
  + Display square details.
  + Pay debt / cancel debt.
* **David:**
  + Use case description written for:
  + Display game statistics.
  + Move player.
  + Display new square.
* **Joseph:**
  + Use case description written for:
  + Launch game.
  + Register Player.
  + Verify valid name.
* **Andrew:**
  + Use case description written for:
  + Take turn.
  + Display current square stats.
  + Display options.

**Meeting Minutes – Group Discussion / Decisions**

* Discussed ways to overcome initial concerns about the overall project approach and our desire to get consensus on a working UML use-case diagram to have as reference.
* Set up some shared resources, to facilitate working on the same documents remotely, including:
  + Sharing Lucid Chart sheets to make Use Case diagrams and UML Class Diagrams, when we get on to them.
  + Sharing word files to come up with a more succinct requirements (derived from the customer core requirements provided).
* Discussed some core game features in more detail. In particular, the “bidding” system and whether that was within the scope of the requirements. Attempted to come to a consensus on how these features would be implemented within our system (e.g., determine player turn order, resolve the bidding as a potential “auction” where 2-or-more players can win the element etc.).

**Actions Planned**

* **Everyone:**
  + Use the shared resources to put forward ideas for what certain parts of the game will be named (e.g. Which actual Artemis elements will the game’s elements be modelled upon).
  + Create a normal flow of how the game would play out from start to finish.
  + Create initial draft of UML Class Diagrams.

# Minutes for Group: 19 Week commencing: 15/02 Date of this minute: 16/02

# Meeting No: 03 Meeting duration: 1 hour 45 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone:**
  + Contributed thoughts and opinions to the “Decisions Needed” document
  + Contributed thoughts and opinions to the “Gameplay” document, in particular on the nature of “dynamic” console displays, and on producing a game history.
  + Created individual versions of the UML class diagram for comparison and collation into a single diagram during the meeting.
  + Modified and added to the use case diagram, in particular:
    - Separation of larger use cases to extend behaviour from the Make Game Choices use case.
    - Finding place for Blank Square and Display Square Details functionality in the use case flow.
* **David:**
  + Created a more up-to-date use case diagram, incorporating the features we had discussed in previous meetings.

**Meeting Minutes – Group Discussion / Decisions**

* Discussed the individual class diagrams looking for similarities and points of agreement, or other areas that might need further consideration.
* Thought the best way to achieve this was to collaborate live in a shared Lucid Chart sheet in the Teams Meeting to assemble an initial class diagram that we could work off to begin coding the Artemis Lite application.

**Actions Planned**

* **Everyone:**
  + Set up / familiarise with GitLab.
  + Start some initial coding, using the UML class diagrams as a basis.
  + NOTE: Plan of action was purposefully sparse for the near future, as we had an exam for programming module plus a hand in for Web Development.

# Minutes for Group: 19 Week commencing: 01/03 Date of this minute: 02/03

# Meeting No: 04 Meeting duration: 15 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone:**
  + On advice from Glen (project advisor) began initial coding on the basis of
    - Implementing game “features” rather than classes or strict use cases
    - Creating a “minimum viable product” which began with the main game loop having the above features extending from it.
  + Confirming individual ability to access and upload successfully to GitLab.
  + Initial GitLab commits

**Meeting Minutes – Group Discussion / Decisions**

* We discussed the coding plan going forward and went over some of the basic outline functionality we had implemented for the purposes of testing initial pushing of code to GitLab.

**Actions Planned**

* **Everyone:**
  + Continue to pop game “features” from the list and work on implementing those features in code.
  + NOTE: a somewhat slower week and a shorter meeting on account of the Programming assessment.

# Minutes for Group: 19 Week commencing: 08/03 Date of this minute: 09/03

# Meeting No: 05 Meeting duration: 1 hour 25 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone:**
  + Contributed items to the product backlog.
* **Jordan**
  + Put together an initial Sprint log.
  + Implemented initial game board.
  + Game Launcher, game starting menus created.
  + Refactor dice class. Updates to dice roll methods and test class.
  + Turn Launcher – modify Player method added.

**Meeting Minutes – Group Discussion / Decisions**

* Discussed minor functionality issues with the Auction Element use case.
* Discussed initial GitLab configuration issues regarding creation and merging of branches to the master branch.
* Having decided between this and the previous meeting that we would have a 2-week sprint, we spent this session outlining the user stories, and writing out story descriptions to populate the Product Backlog.
* We then decided on which items to move from the Product Backlog on to the Sprint Backlog to work on over the coming 2 weeks.

**Actions Planned**

* **Everyone:**
  + To work from the Sprint log to adopt and implement functionality for the items on the Sprint Backlog – marking items currently being developed with team member’s initials.

# Minutes for Group: 19 Week commencing: 08/03 Date of this minute: 11/03

# Meeting No: 06 Meeting duration: 15 minutes (Stand Up Meeting)

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone**
  + Contributing as a group to merge conflict resolution and workarounds in GitLab.
  + Contributing as a group to testing and reporting test fails to other members as appropriate.
  + Continuing to work on coding from the sprint product backlog.
* **Jordan**
  + Create, implement and test functionality for the following:
  + Dice class & roll method. Method to roll multiple dice and output to screen on dice roll.
  + Elements & Game board.
  + End game (with confirmation).
  + End turn.
  + Add players / Remove / Edit players.
  + Start game loop.
  + Find player turn order.
* **David**
  + Create, implement and test functionality for the following:
  + Store element data such as system completion date.
  + Add Game history item class.
  + Add Modify / Assign player resources.
  + Option for long / short game.
  + Add Bankrupt Exception.
* **Joseph**
  + Create, implement and test functionality for the following:
  + Store dice roll totals for each player.
  + Display element details.
  + Display turn menu.
  + Display start menu.
* **Andrew**
  + Create, implement and test functionality for the following:
  + Charging rent.
  + Buying squares.
  + Auctioning squares.
  + Show intro message.

**Meeting Minutes – Group Discussion / Decisions**

* A short “Stand Up”-like Teams chat in to talk through issues and apprise the team on which of the features each team member is working on and plans to take on.
* Achieved group consensus on auction functionality, when the use case is activated and its expected outcomes.

**Actions Planned**

* **Everyone:**
  + Continue work on coding.
  + Continue to maintain frequent communication on Teams Chat to iron out code integration / merge conflicts.

# Minutes for Group: 19 Week commencing: 15/03 Date of this minute: 16/03

# Meeting No: 07 Meeting duration: 50 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone**
  + Contributing as a group to merge conflict resolution and workarounds in GitLab.
  + Trying to mitigate against code losses from GitLab merge problems.
  + Contributing as a group to testing and reporting test fails to other members as appropriate.
* **Jordan**
  + Create, implement and test functionality for the following:
  + Write game rules.
  + Remove display history option when game is quit before players are entered.
  + Force the addition of the first player.
  + Amend game length details.
  + Ending message for year.
  + Amend current element details display, end turn and purchase square messages.
  + Update to owned elements. Show as a list of elements without details.
  + Amend UI for auction.
  + Update so that resources equal 0 is not bankrupt.
  + Update end sequence
* **David**
  + Create, implement and test functionality for the following:
  + Check player resources are not 0 when modified.
  + Exception handling for when a purchase causes player resources to fall below 0.
  + Connect game history functionality for all relevant player action types.
  + Correct bug in long game resources
* **Joseph**
  + Create, implement and test functionality for the following:
  + End the game when all elements are developed.
  + Develop element (major / minor).
  + Ability to buy multiple developments at once.
  + Square testing.
  + Add dice rolls to game history.
* **Andrew**
  + Create, implement and test functionality for the following:
  + View elements menu option to view all elements current player owns.
  + View elements menu option to view all elements currently unowned.

**Meeting Minutes – Group Discussion / Decisions**

* Discussing issues maintaining code on GitLab
* Updates on coding progress and planning timeline for code completion

**Actions Planned**

* **Everyone:**
  + Continue pulling from the product backlog onto the next sprint backlog.

# Minutes for Group: 19 Week commencing: 15/03 Date of this minute: 19/03

Meeting No: 08 Meeting duration: 45 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone:**
  + Continued to contribute as a group on Teams chat towards merge conflict resolution and notification of testing errors or inconsistencies to the appropriate team members.
* **Jordan**
  + Create, implement and test functionality for the following:
  + Allow development to proceed only when a full system is owned.
  + Hide all elements that a player is not able to develop from the list.
  + Create message for fully developed element.
  + Refactor main method, Admin, game launcher classes.
  + Add game rules section.
  + Add menu option enumeration.
* **David**
  + Create, implement and test functionality for the following:
  + Connect further actions to game history.
  + Amend game history to show element names.
  + Add further game history action types.
  + Amend Turn Launcher to make use of Modify Resources Class.
  + Permit main loop (Admin) to catch Bankrupt Exception.
* **Joseph**
  + Create, implement and test functionality for the following:
  + Create Increase Dev level class.
* **Andrew**
  + Create, implement and test functionality for the following:
  + Modified GUI class.

**Meeting Minutes – Group Discussion / Decisions**

* Discussed changing “resources” to a form of working hours, person-hours or the idea of expert time.
* Subsequent discussion around using/removing game currency notation or symbols.
* Discussed blank element functionality and naming.

**Actions Planned**

* **Everyone:**
  + Continue drawing off items from the product and sprint backlog document.

# Minutes for Group: 19 Week commencing: 29/03 Date of this minute: 30/03

Meeting No: 09 Meeting duration: 1 hour 10 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone**
  + Discussed as a group the nature of in-game currency and the potential for updating the generic resource to a more game-specific currency.
  + Created working solution to the issues within Increase Element Dev class to recognise when a player owns all elements in a system.
  + Continued to push code to GitLab.
* **Jordan**
  + Create, implement and test functionality for the following:
  + Add and implement Increase Dev class.
  + Intro message fall through fixed.
  + Square details and UI updated.
  + Refactoring for new game theme, UI and in-game wording.
  + Menu function & charge Rent updates / refactor.
  + Player unit testing.
  + Auction updates.
  + Null pointer bug fixes.
  + Increase element dev bug fix.
  + Increase element dev updates.
* **David**
  + Create, implement and test functionality for the following:
  + Increase Element Dev modified to bug fix.
  + Removed Bankrupt Exception, to be replaced by Modify Player Resources calling declare Game Over method if resources fall below zero.
  + Added new Game History Actions and added conversion in game history display all to output the Element Name rather than the position.
  + Postfix increment on turn number in round End method to enable post game menu to display on finishing game.
  + Modified end game method to take parameter board position and added quit game as a game History Item when player takes decision to quit mid-game.
  + Add player name to "It's still your turn (player)" message.
  + Added missing player name field at bankrupt state.
  + Made increase dev and increase rent conditional upon sufficient player resources.
* **Joseph**
  + Create, implement and test functionality for the following:
  + Refined and refactored Increase Dev class.
  + Started use case descriptions.
* **Andrew**
  + Create, implement and test functionality for the following:

**Meeting Minutes – Group Discussion / Decisions**

* Decided upon refactoring the nature of game “currency” from a generic “number of resources” to a more specific “staff hours”. The group felt this was more in keeping with the collaborative mission-achieving nature of the game as it would permit hiring / sharing of game resources, those being represented as engineer’s time / expertise.
* Discussed the in-game rationale for auctioning or offering of an element to another player. Reasoned this as “NASA having an obligation to get the system/element underway". So, if you (or your company) can't take on the element responsibility, NASA has a duty to offer it to another player (or company). Added this to game messaging output.
* Also discussed finalising the build and unit testing so that integration testing and project documentation could be worked on.
* NOTE: This was the first meeting again after missing a scheduled meeting as the team decided to make time to recover from the Programming assessment

**Actions Planned**

* **Everyone:**
  + Continue to draw off items from the product and sprint backlog document.
  + Begin integration testing as a group.
  + Start drawing together documentation for project report from disparate sources and locations.

# Minutes for Group: 19 Week commencing: 05/04 Date of this minute: 06/04

Meeting No: 10 Meeting duration: 40 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone**
  + Continued collaborating over final code amendments, as well as gathering and centralising the project documentation.
* **Jordan**
  + Integration testing.
  + Created Artemis Lite spec.
  + Added game end sequence.
  + Create project documentation folder.
  + Began assembling testing documentation.
* **David**
  + Integration testing.
  + Began assembling class diagram, virtual board, minutes documentation.
  + Create project report.
  + Added class diagram showing main inheritances and aggregations.
  + Added virtual board.
  + Added use-case diagram.
* **Joseph**
  + Integration testing.
  + Began assembling use case and use case descriptions documentation.
  + Added use case descriptions.
* **Andrew**
  + Integration testing.
  + Began assembling sequence diagram documentation.
  + Added sequence diagrams for game start sequence, game initialisation and player creation, player purchase / auction functionality.

**Meeting Minutes – Group Discussion / Decisions**

* Discussed progress towards code definition of done, and on integration testing.
* Set out plan to shift efforts to project deliverables requirements, i.e., report and video.
* Discussed potential video formats and began collecting a list of highlight items.

**Actions Planned**

* **Everyone:**
  + Integration testing.
  + Team to take tasks from the list of aggregating existing Testing documentation, Class diagrams, sequence diagrams, minutes etc.

# Minutes for Group: 19 Week commencing: 1204 Date of this minute: 13/04

Meeting No: 11 Meeting duration: 55 minutes

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| Team Members Present: |
| Jordan Davis |
| David Finlay |
| Joseph Mawhinney |
| Andrew Pickard |

**Task Reporting**

* **Everyone**
  + Continued collaborating over final code amendments, as well as gathering and centralising the project documentation.
* **Jordan**
  + Integration testing.
  + Minor code fixes.
  + Testplan documentation collation.
  + Class diagram adjustments.
* **David**
  + Integration testing.
  + Minor code fixes.
  + Minutes documentation collation.
  + Class diagram adjustments.
* **Joseph**
  + Integration testing.
  + Minor code fixes.
  + Video planning.
* **Andrew**
  + Integration testing.
  + Minor code fixes.
  + Sequence diagram documentation.

**Meeting Minutes – Group Discussion / Decisions**

* Discussed progress towards moving to completion of integration testing.
* Set out plan to shift efforts to project deliverables requirements, i.e., report and video.
* Discussed potential video formats and began collecting a list of highlight items.
* Allocated minor code adjustments.

**Actions Planned**

* **Everyone:**
  + Integration testing.
  + Video production (**Joseph**).
  + Some remaining minor code fixes.
  + Tidying up of sprint documentation.
  + Plan for how to agree on completion of Peer Assessment form.
  + Integrate amendments and changes into final project report.