

SE2 meeting protocol

Kamil Grabowski, Filip Grajek, Bartosz Jasiński, Tomasz Koter, Ivan Rukhavets

Mar 27, 2017

Issues handled this meeting:

1. Tested communication with other teams (*passed*)
2. Updated product backlog
3. Created backlog for sprint Mar 27 - Apr 3: following issues have been added to the *Doing* list:
 - Connecting to game
 - Accepting players
 - Joining game
 - Message passing
4. Closed issues:
 - Creating board
 - Connecting to server
 - Bugfixes
 - Integration tests
5. Redundant branch cleanup