**Meeting Minutes for Team Orange**

**Project Sprint 1 Meeting 1**

**Purpose:** Sprint 1 Backlog Assignments and Start of Code; Board, Pieces, and Movement

**Development Team:** Brady Smith, Zachary Eanes, Kaushal Patel, and Colton Brooks

**Date and Time:** 12:05 pm- 2:20 pm 03/15/2023

**Present:**

* Zachary Eanes: Developer
* Brady Smith: Developer (left at 1:25, absence discussed beforehand)
* Kaushal Patel: Developer
* Colton Brooks: Milestone Manager and Developer

**Not Present:**

All team members were present.

**Agenda:**

1. Setup and clone the git repository for our IDE’s
2. Create a codebase for the project and push it to the GitLab repository
3. Delegate work to each developer on trello

**Outcomes and Action Items Agreed:**

* **Setup and clone the git repository for our IDE’s**
  + Each member ensured we were running the correct JDK (Azul Zulu 19.0.2+7)
  + Each member cloned the git repository with our IDE’s
  + Each member successfully pulled from the GitLab repository
* **Create a codebase for the project and push to the GitLab repository**
  + Brady added the directory homework 1 and put the developers information and homework 1 code in the GitLab repository at 12:19 pm
  + Brady added the ChessMeister/src directory to the GitLab repository at 12:37 pm
  + Kaushal added a .gitignore to the repository at 12:57 pm
  + Zachary added the enums package and all enums inside and pushed to GitLab at 1:04 pm
  + Brady added the model package and the classes inside and pushed to GitLab at 1:05 pm
  + Colton added the interfaces package and all interfaces inside and pushed to GitLab at 1:11 pm
  + Zachary added basic documentation to the enums package and pushed at 1:13 pm
  + Kaushal added the controller and uicli packages and all classes inside at 1:33 pm
  + Colton added the sprint\_1 branch to the GitLab repository ~2:00 pm
* **Delegate work to each developer on trello**
  + All developers placed their tags on user stories 0.1, 0.2, 0.3, 0.5, 0.6 and placed them into done since they were all based on the setup of Java, IDE’s, Trello, and GitLab which we have all completed.
  + User stories 8.1, 8.3, and 8.5 were placed in doing since Brady and Colton will be starting on the code before the next meeting.
    - Brady working on 8.1, 8.3, 8.5
    - Colton helping work on 8.3
  + Chess piece development was split between Colton, Kaushal, and Zachary
    - Colton working on Knight and King
    - Kaushal working on Pawn and Queen
    - Zachary working on Bishop and Rook

**Project Sprint 1 Meeting 2**

**Purpose:** Sprint 1 UML work, Driver / Main Menu, Project Trajectory Discussion

**Development Team:** Brady Smith, Zachary Eanes, Kaushal Patel, and Colton Brooks

**Date and Time:** 3:30 pm - 6:05 pm 03/22/2023

**Present:**

* Zachary Eanes: Developer
* Brady Smith: Developer
* Kaushal Patel: Developer
* Colton Brooks: Milestone Manager and Developer

**Not Present:**

All team members were present.

**Agenda:**

1. Work on and finish UML class diagram
2. Revise top level UML use case diagram
3. Discuss new classes and extra additions to the project
4. Starting work on the main menu
5. Work on boardColorCLI

**Outcomes and Action Items Agreed:**

* **Work on and finish UML class diagram**
  + Brady worked on the class diagram during this meeting
* **Revise top level UML use case diagram**
  + Kaushal revised the use case diagram during this meeting
* **Discuss new classes and extra additions to the project**
  + Team decided on using a movement interface and a separate movement package to handle movements rather than creating multiple piece classes. Piece will hold a movementIF class that will decide how that piece's movement works.
* **Starting work on the main menu**
  + Colton and Zach worked together to start working on the main menu setup.
  + Unfinished by the end of the meeting, Colton volunteered to finish the main menu later.
* **Work on boardColorCLI**
  + Brady added functionality for output of boardColorCLI

**Project Sprint 1 Meeting 3**

**Purpose:** Piece movement code over Discord

**Development Team:** Brady Smith, Zachary Eanes, Kaushal Patel, and Colton Brooks

**Date and Time:** 2:55 pm - 6:00 pm 03/26/2023

**Present:**

* Zachary Eanes: Developer
* Brady Smith: Developer
* Kaushal Patel: Developer
* Colton Brooks: Milestone Manager and Developer

**Not Present:**

All team members were present.

**Agenda:**

1. Work on and finish all movement classes for the movementIF
2. Edit driver so the main menu fits with the class diagram
3. Fix the board to display chess in standard rank and file format

**Outcomes and Action Items Agreed:**

* **Work on and finish all movement classes for the movementIF**
  + Kaushal finished queen and pawn
  + Zach finished rook and bishop
  + Colton finished king and knight
* **Edit driver so main menu fits with the class diagram**
  + Brady placed the main menu code in Chess.java to better fit with the class diagram.
* **Fix the board to display chess in standard rank and file format**
  + Brady edited the rank and file format displayed by the board to fit with the standard format in chess. (Rank moves upward counting from 1 to 8, rather than down)

**Project Sprint 1 Meeting 4**

**Purpose:** Piece Movement Revision & Debugging, Chess Class Coding, UML Class and 2 Player Use Case diagram, Game Logic Flow, General Testing.

**Development Team:** Brady Smith, Zachary Eanes, Kaushal Patel, and Colton Brooks

**Date and Time:** 12:20 pm - 2:15 pm; 3:30 pm - 11:30 pm 03/27/2023

**Present:**

* Zachary Eanes: Developer
* Brady Smith: Developer
* Kaushal Patel: Developer (came in at 5:20, discussed beforehand)
* Colton Brooks: Milestone Manager and Developer

**Not Present:**

All team members were present.

**Agenda:**

1. Piece movement revision & Debugging
2. Chess Class Coding
3. UML Diagrams
4. Game logic flow
5. General testing.

**Outcomes and Action Items Agreed:**

* **Piece movement revision & Debugging**
  + Colton revised the movement classes to work in a strategy pattern with the piece class.
  + The Piece class now holds a field of static type MovementIF that changes its dynamic type based on the Piece type.
  + Move is handled by the chess class, movement classes only return valid moves
  + Kaushal, Zach, and Colton fixed their pieces respectively when an error came up
* **Chess Class Coding**
  + Brady, Kaushal, and Zach worked together to code the Chess class
  + Zach worked on the logic and code of the play method
  + Kaushal coded the move method
* **Fix the board to display chess in standard rank and file format**
  + Brady changed the rank format to resemble standard chess
* **UML Diagrams**
  + Kaushal did the top level use case diagram
  + Brady did the Sprint 1 class diagram
  + Colton did the 2 player chess use case diagram
  + Zach did the Move Validation Class diagram
* **General testing**
  + Kaushal tested movements and logic for the game of chess
  + Kaushal, Colton, and Zach fixed their respective movement classes when bugs would appear as well as helping each other when needed

**Developer Expectations**

* Brady Smith
  + Exceeded expectations and worked intently out of meetings. Had great communication and made many contributions to the project.
* Zach Eanes
  + Exceeded expectations working in and out of meetings, as well as checking in with other developers.
* Kaushal Patel
  + Exceeded expectations, especially when working with other developers to ensure code durability.
* Colton Brooks
  + Exceeded expectations and put in great effort in order to ensure the project was completed to the best of his abilities.