**Meeting Minutes for Team Orange**

**Project Sprint 4 Meeting 1**

**Purpose:** Continue on with the agile development of Chess. Discuss the state of the current project and delegate new tasks to each developer. Ensure consistency and consensus with development.

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

**Date and Time:** 3:30pm-5:00pm 04/24/2023

**Present:**

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

**Not Present:**

All team members were present.

**Agenda:**

1. Read over and review “CS364\_S4\_Sprint3.pdf” documentation.
2. Copied the sprint backlog and modified it to include our desired commitments.
3. Begin to delegate tasks to developers and ensure consistency on goals.
4. Plan next meeting date/time & equally divide work to get done before next meeting
5. Other

**Outcomes and Action Items Agreed:**

* **Sprint 2 review & retrospective conducted.**
  + We sat down as a team and discussed what went well and what could have been better in sprint 2.
  + We will use our understanding and review of sprint 2 for sprint 3.
* **Read over and review “CS364\_S4\_Sprint3.pdf” documentation.**
  + The team read through the documentation together in the meeting.
  + Reviewed and noted most important features and requirements we found.
  + No Questions from the pdf reading.
* **Copied the sprint backlog and modified it to include our desired commitments.**
  + We all agreed on the team commitments for the sprint 3 backlog.
  + Ensured that we copied the sprint 2 board and modified it to house our sprint 3 commitments.
* **Begin to delegate tasks to developers and ensure consistency on goals.**
  + Team sat down and each developer discussed what they would like to work on for this sprint.
  + Developers pulled cards from the backlog into the sprint 3 backlog.
  + Developers who have interest in the card and/or have experience with the card’s technical constraints assigned themselves to the cards.
  + Estimated the number of hours each task would take.
  + Discussed which cards could possibly be requirements for other cards.
* **Plan next meeting date/time & equally divide work to get done before next meeting.**
  + All agreed on the next Monday (5/1) for integration of partial work.
  + Each person was given some cards/tasks to complete alongside the Conditions of Acceptance.
* **Other**
  + Each team member took roughly 2-3 cards/tasks to complete for the sprint.
  + Conceptualized the way that each page should look like/what is expected to look for each page.
  + Determine which developers will need to be more in contact due to tasks being shared and/or required.

**Project Sprint 4 Meeting 2**

**Purpose:** Continue progress on the current tasks at hand; develop a sufficient and excellent GUI that encourages high user interaction and fluidity. Work together to find solutions to issues and ensure we are able to produce a high quality product.

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

**Date and Time:** 3:30pm – 8:00pm

**Present:**

* Kaushal Patel: Developer
* Brady Smith: Bossman and Developer
* Zachary Eanes: Developer

**Not Present:**

Colton Brooks was not present, as he said he needed to work on other homework and study.

**Agenda:**

1. **Have a Standup to catch up on where everyone is at.**
2. **Delegate tasks and discuss goals for meeting.**
3. **Implement created features from meeting.**
4. **Set goals and task for next meeting.**

**Outcomes and Action Items Agreed:**

* **Have a Standup to catch up on where everyone is at.**
  + Kaushal showed working colorama and how it was implemented, as well as some other menus him and Zach collaborated on
  + Zach worked to create GUI menus such as Main Menu, Tutorials, and Settings.
  + Brady showed early progress on the GUI for a game and chess board itself.
* **Delegate tasks and discuss goals for meeting.**
  + Everyone agreed to implement the screen change handler and begin adding functionality for screen-to-screen.
  + Brady wanted to continue working on the board and finalize a version of the game board GUI.
  + Zach and Kaushal collaborated to work on having screens work together and continuing to flesh out the general GUI.
* **Implement created features from meeting.**
  + Zach and Kaushal merged different branches to create a working version of a general GUI, excluding the board itself.
  + Brady implemented a working board, TODO of adding it to the main menu and initializing a game.
  + Excess tasks and features were all brought together in the end onto one main branch on GIT.
* **Set goals and task for next meeting.**
  + Brady continued to finish the board, wanting to add minute details to ensure he creates the best product available.
  + Zach took on the task of making the GUI look good and committed himself to CSS and general organization of the entire system.
  + Kaushal continued to implement features such as colorama to the settings menu and fixing minor bugs in the GUI.

**Project Sprint 4 Meeting 3**

**Purpose:** Begin the implementation of many finalized features. Bring the main menu and GUI together to have our final product, and after finalizing our JavaFX GUI, begin introducing the logic required for chess into the screens.

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

**Date and Time: 5:00pm – 10:30pm (Zach & Colton); 11:45pm (Kaushal & Brady)**

**Present:**

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

**Not Present:**

All members were present.

**Agenda:**

* **Have a standup to see where our different parts are at.**
* **Discuss how to finish GUI and delegate tasks.**
* **After completing GUI, delegate how to implement logic.**
* **Discuss next meeting time and what to do in-between.**

**Outcomes and Action Items Agreed:**

* **Have a standup to see where our different parts are at.**
  + Zach showed the completed GUI with the finalized CSS and styling.
  + Kaushal showed the true completion of colorama and interactions with the settings and saved values.
  + Brady showed a finished board GUI and how it was built to ensure the group knew what how it was working.
* **Discuss how to finish GUI and delegate tasks.**
  + All agreed to merge branches together to create the final GUI with full functionality, only lacking the logic from the “back end”.
  + Zach and Kaushal worked together to bring the final colorama and everything else together, Brady began bringing the board into the main menu. After each pair completed each, merged to create the final GUI.
* **After completing GUI, delegate how to implement logic.**
  + Zach was eager to begin working on implementing the tutorials and was given that task.
  + Brady began implementing the true game loop into the board and creating functional chess.
  + Kaushal worked on getting functionality of method calls for each button throughout the project.
  + Colton began to work on implementing the load game feature, such as taking input and loading the direct file.
* **Discuss next meeting time and what to do in-between.**
  + Each continued working on their given tasks to implementing the game logic.
  + Some extra tasks were given, such as Colton handling the Queen valid moves bug and reorganizing some of the source code.
  + Everyone agreed to meet again tomorrow and continue working diligently on the project to ensure a well completed project.

**Project Sprint 4 Meeting 4**

**Purpose:** Continue to implement logic into the GUI, merge together current progress and delegate tasks. Decide whether to continue meeting or finish the rest of the project alone. Tasks assigned and developed together.

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

**Date and Time: 12:30pm – 2:15pm; 3:30pm – 5:30pm**

**Present:**

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

**Not Present:**

**Colton Brooks was not present as he said he had another project he needed to complete.**

**Agenda:**

* **Have standup to get Zach caught up on what Kaushal & Brady completed last night, as well as generally get caught up as a group.**
* **Decide what tasks should be completed for this meeting and goals of the general state of the project.**
* **Assign tasks and continue an agile approach and collaborative effort to ensure we make the best product possible.**
* **Discuss whether another meeting is needed and future plans for the sprint.**

**Outcomes and Action Items Agreed**

* **Have standup to get Zach caught up on what Kaushal & Brady completed last night, as well as generally get caught up as a group.**
  + **Brady showed the completed movement of pieces in the GUI for the board.**
  + **Kaushal showed the completed interactions between different screens.**
  + **Zach showed the beginning structure for all the tutorials only needing to figure out game loop to complete.**
* **Decide what tasks should be completed for this meeting and goals of the general state of the project.**
  + **Group agreed to rebase code together and bring in current branches into one.**
  + **Handled merge conflicts and spent time ensuring the entire product was back together on sprint 3 branch on GIT.**
  + **Begin implementing backend functionality, such as what needs to be passed into the board implementation to handle all game logic.**
* **Assign tasks and continue an agile approach and collaborative effort to ensure we make the best product possible.**
  + **Kaushal began to bring in parameters and logic necessary to get the board running on game logic.**
  + **Brady began implementing game logic based on the parameters that were being given by Kaushal’s work.**
  + **Zach worked on finalizing the sizing/constraints of screens and making some of the interactions become pop up windows instead of the filling the screen.**
* **Discuss whether another meeting is needed and future plans for the sprint.**
  + **Zach, Kaushal, and Brady all agreed to meet again on Saturday (5/5) to continue working on finishing everything, plans have been told to Colton.**
  + **Plan to complete project during this meeting or at least come much closer.**

**Project Sprint 4 Meeting 5**

**Purpose:** Continue to implement logic into the GUI, merge together current progress and delegate tasks. Decide whether to continue meeting or finish the rest of the project alone. Tasks assigned and developed together.

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

**Date and Time: 9:00am – 12:00pm; 2:00pm – 5:00pm**

**Present:**

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

**Not Present:**

**Colton Brooks once again was not present, as he said he felt sick 10 minutes before we met.**

**Agenda:**

* **Have Standup to discuss what needs to be completed today.**
* **Rebase and merge all current working branches to implement all ideas into one part.**
* **Delegate tasks and continue work.**
* **Future plans for project.**

**Outcomes and Action Items Agreed**

* **Have Standup to discuss what needs to be completed today.**
  + Simply put, the goal was to complete the GUI aka project today and implement the game loop.
  + Everyone agrees that we simply just need to continue developing the implementation of chess and add game loop, as it’s the most logical step for where we need to get next.
* **Rebase and merge all current working branches to implement all ideas into one part.**
  + Merged and got everything rebased onto the sprint\_3 branch on GIT.
  + Everyone made new branches and continued working.
* **Delegate tasks and continue work.**
  + Brady started working on adding the functionality for board and reading moves, so it can be passed into the logic.
  + Kaushal began implementing the game loop under the assumption of Brady getting the parameters that would be necessary.
  + Zach helped either person with whatever bugs they ran into, as well as worked on tutorials while he had free time.
* **Future plans for project.**
  + At the end of today, and project was not complete. Everyone has finals that need to become a main priority.
  + **Tomorrow would be the last day of individual work. Zach had to study for a final Monday afternoon, while Brady and Kaushal continued to work. Everyone accepted that the state of the project is not the best we wanted but other priorities came up.**