

Minutes: 2 Feb, 2023

Group Foxtrot

Present: Buck, Caleb, Chester, Jason, Ally

Started: 8:30pm

Basic reason for meeting was to set initial roles for the first project turn in milestone.

Buck coded the grid and the other requirements for the first turn in, and will polish up before in person meeting on saturday

Ally and Jason agreed to begin work on the UML Diagram and have something prepared for our in person meeting on Saturday.

Chester and Caleb agreed to begin work on the project outline and have something prepared for our in person meeting on Saturday.

As a whole we discussed future meet times and possible meet day complications.

Meeting Ended: 9:00pm

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Minutes: 4 Feb, 2023

Group Foxtrot

Present: Buck, Caleb, Chester, Jason, Ally

Started: 1:30pm

Basic reason for the meeting was to start and finish the design document and the UML Diagram.

Ally and Jason began creating the UML diagram on StarUML after redrawing it out on a whiteboard for the whole group to see.

Chester and Caleb continued working on the project outline and finished the Version 1 outline.

The whole group discusses what the project will look like going forward and what elements possibly need to be included in the future for the program. Chester reviewed the code that Buck pushed to github and made some comments on things that could be fixed.

Meeting Ended: 2:45pm

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Minutes: 24 Feb, 2023

Present: Ally, Buck, Chester, Caleb

Group Foxtrot

Started 2:30 p.m.

At this meeting we met and discussed roles and checked in our work, comparing our new code with the code from Program01.

Chester and Buck had worked on the GameWindow program as well as files associated with moving and holding game pieces. We agreed that holders for our game piece objects are the area that needs the most work. They had decided to go with an array that we had discussed at our last in-person meeting.

At 2:56 we talked about the possibility of using the Stack interface but decided against it, instead opting for the more accessible array.

Ally agreed to fix our issue in UML with our two classes being apart from each other.

The group removed the tabs from the window, and we continued to debug through 3:00 p.m. by correcting syntax and renaming methods and objects to proper names.

All tabs are removed by 3:12.

By 3:32, Buck and Caleb worked on trying to fix branches on Github, and to get the first push into Github. Meeting concluded at 3:35 p.m.

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Minutes: 01 Mar, 2023

Present: Ally, Buck, Chester, Jason

Group: Foxtrot

Started: 2:00 p.m.

At this meeting we finalized and went over the program 02 requirements and made sure that everything was in order.

Buck caught up with Jason on how the program has changed and grown and how we implemented tile movement in our game.

At 2:15 Ally found an error in the UML diagram with the amount of playboxes that were in the program and she fixed that.

Jason updated the version document to include “directions” on how the tiles moved.

Chester decided to email Professor Buckner about the comments on the last program and make sure that we had fixed all the problems on this new program.

We decided that the project and all corresponding documents looked in order and complete and we decided to have the assignment turned in by tomorrow evening.

Meeting concluded at 2:30.

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