

CSC 440

Week 3 1/26/2012  
E-Mail: [Barkerb1@nku.edu](mailto:Barkerb1@nku.edu)

Meeting Minutes

Attendees:

Brad Barker

Alex Gilbert

Chris Bond

Next Meeting:

2/2/2012

Time:

4:50-6:05pm

Meeting Called By:

Brad Barker

Type of Meeting:

Planning Poker

Facilitator:

Brad Barker

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| |  |  | | --- | --- | | Topics |  | |
| |  | | --- | | **Objectives:** | | 1. Rank user stories  2. Discuss first development iteration |  |  | | --- | | **Status:** | | 1. User stories created for each subsection of the application  2. Basic system design created, application broken into 4 packages (Player/Composer, Element Objects, Parser, Cloud) |  |  | | --- | | **Outcomes:** | | 1. User stories ranked, appropriate stories added to the phase 1 iteration.  2. Begin coding the parser, cloud, and player sections. We intend to quickly create a workable player to better understand the problem and then redefine the problem and design and develop a better solution. | | **Other Information:** | | Process map for managing work load created. This needs to be followed so we can properly track and manage our progress. We are going to begin coding our various sections of the project so we can gain a better understanding of what we are doing, we will share our work and explain it to each other through Fagan inspections. |  |  |  |  | | --- | --- | --- | | **Action Items:** | **Person Responsible:** | **Deadline:** | | Alex | Begin writing test plan | 2/9/2012 | | Jacob | Begin writing user interface | 2/9/2012 | | Chris | Begin writing cloud connector | 2/9/2012 | | Brad | Parser module, SRS document | 2/9/2012 | |