CSSE375 Dominion Project Team Meeting 1

1. How we plan to interact with our advisor
   1. We will meet once a week (Wednesdays during lab)
   2. We will show him what we accomplished in the past week and a set of goals for the next week
   3. Also, we will visit his office (F224) if we need to discuss with him further
2. New Features
   1. Add AI
   2. Make GUI look more intuitive and clean
   3. Allow user to select which 10 cards to play with
   4. Expansions
3. Bugs
   1. You can’t hold more than 12 cards
   2. Dialog boxes sometimes get hidden behind the main window
   3. End phase button doesn’t work
4. Patterns to Add
   1. Make a factory pattern for adding cards
5. Issues to correct
   1. Magic line
   2. Lazy classes
   3. Conflicting testing modules (already fixed)
   4. Poorly named classes / project / tests
6. Ground rules
   1. Be on time to all meetings
   2. Have a stand-up meeting at every meeting
   3. Use pair programming where applicable
   4. Don’t clear everything from waffle
7. Project goals for week 2
   1. Do basic refactorings
      1. Rename things
   2. Improve playing of cards
      1. Optional GUI popping up when a card is played
         1. The card does not cause a GUI, the player does
   3. Make sure all tests are being run