Meeting Minutes

Team PJ-b

Iteration 1

Table 1: Team PJ-b

Name:	ID Number
AP - Ashesh Patel	40018519
BR - Bilal Rana	40034572
BT - Benjamin Thérien	40013408
CS - Christophe Savard	40017812
DT – Daniel Thibault-Shea	40073133
MW - Michael Wilgus	29206388
MZ - Mordechai Zirkind	27206151
RZ - Rezza-Zairan Zaharin	40003377
SV - Shereece Victor	40105094
SZ – Steven Zanga	40000797

1 Meeting 0

1.1 Administrative

Wednesday, 10th January 2019 |8:15pm – 8:45pm |H Building (Lab near COMP 354 classroom)

Attendees:

- BT - Benjamin Thérien
- DT – Daniel Thibault-Shea
- Leo (No longer a team memeber)
- MZ - Mordechai Zirkind
- RZ - Rezza-Zairan Zaharin
- SV - Shereece Victor
- SZ – Steven Zanga

1.2 Summary of Discussion

- We met and introduced ourselves.
- We decided which roles we will play for the first iteration. BT, SZ, and a new unknown team member would be coders. Leo, RZ and SV would be documenters; and MZ, and DS would be organizers.
- We discussed the areas we have experience in and what we're confident in.
- We discussed Maven and the different software tools which can be used to great a game.
- We agreed that Discord would be the messaging application of choice.
- We agreed to have a meeting before the lab the following week.

1.3 Agreed upon goals

- Read the project outline.
- Review and get to know all the tools to be used for the project.

- Confirm time for next meeting.
- Think through how you would do the project on your own.
- Ensure we each have access to the GitHub repository and Discord server.

2 Meeting 1a

2.1 Administrative

Wednesday, 16th January, 2019 |8:15pm – 9:15pm |H Building 7th Floor Common Area

Attendees:

- BT - Benjamin Thérien
- DT – Daniel Thibault-Shea
- MZ - Mordechai Zirkind
- RZ - Rezza-Zairan Zaharin
- SV - Shereece Victor
- SZ – Steven Zanga

2.2 Summary of Discussion

Play Codenames

- We played Code Names the card game. DT (Blue Team) and MZ (Red Team) were the Spy Masters. RZ and SZ comprised the Red Team. BT and SV comprised the Blue Team.
- During play the rules, were clarified and discussed. We also confirmed and questioned what taunts and interactions are allowed by players.

The game is quite fun. We understand the game play better now.

Approaches to Game Architecture

- SV presented a possible method using a 2x2 matrix for the game board representation, assigning each block a number from 1 to 25 and using random functions to assign red and blue card placement along with other cards on the board.
- MZ lead a discussion of the logical design of the game using objects.
- SZ and BT explained the concept of MVC (Model View Controller)
- We discussed whether the Controller or the Model contains the logic of the system.

- Discovered that the group was expanded and thus we proceeded to the lab to meet the rest of the group.

We need to ask the lecturer to clarify MVC.

2.3 Agreed upon goals

- Ask the lecturer about MVC in class.

3 Meeting 1b

3.1 Administrative

Wednesday, 16th January 2019 |9:30 pm – 10:40pm (approx.) |H 903 Lab

Attendees:

- AP – Ashesh Patel*
- BT - Benjamin Thérien
- CS - Christophe Savard*
- DT – Daniel Thibault-Shea
- MW – Micheal Wilgus*
- MZ - Mordechai Zirkind
- RZ - Rezza-Zairan Zaharin
- SP – Saad Patel*
- SV - Shereece Victor
- SZ – Steven Zanga

* - New team members

3.2 Summary of Discussion

Re-introductions

- Met the new members of our group AP, SP, CS, MW,
- Met and spoke to the TA.
- Discussed the different roles: Coders, Documenters, Organizers, Quality Assurance and the importance of keeping track of everyone's tasks within their roles.
- Established that everyone will be involved in testing and coding.
- Established the skill sets of team members: Who's familiar with Java, Unit testing with JUnit GitHub, SQL, Latex, Maven, Package Mangers, Discord.
- Discussed how to get all these tools.

We need to all get familiar with the tools we will be using for the project.

Iteration 1 Roles

- We grouped into the different teams
- Coders: CS, SZ, BT
- Documenters: RZ, SP, SV
- Organizers: DT, MZ,
- Quality Assurance: AP, MW

Work to be done

- Recap of MVC
- Listed all the documents to be hosted on GitHub, code, diaries, testing.
- What are we storing in our database? Words, hints, game boards, game states, game statistics
- Should the game boards be saved or randomly generated at the beginning of each game
- Game Stats will include: Game history, Number or rounds, number of each colour spy revealed, innocent bystanders revealed, winners, losers, whether the assassin was revealed
- Data structure of the words, their hints and their associations; graph, database, do we need a bridge table, how many tables?
- How intelligent would the interactions with the word database be?
- Should we have user names? Player 1 and 2, or Bot 1 and 2
- We'll be treating team players in the game as one single entity per team, plus another entity for the spy master.
- Our user controls a player guessing.
- The Spy Masters are programmed.
- Ways to map word associations, storing meanings with each word? Graphs?
- Game cycle.
- Initial loop: Choose players and identities, create board, arranging board.
- For iteration 1, guessers should be an array of random words

- How do the spy masters see the game board? Toggle view?
- Assigned tasks due next week

3.3 Agreed upon goals

- Download the Java version used in the lab (8.161)
- Download JetBrains
- Sign up for GitHub Education Pack
- Install SQLite
- Download Latex
- Coders: Do a rough sketch of UML and ER diagrams, set up objects and program structures, discuss plans on Discord, Bare bones of the project, and record the logic
- Documenters: Prepare and share minutes, ER diagrams from coders, Get Familiar with Latex, Table of contents
- Record meeting in personal diaries, get familiar with GitHub, add personal diaries to GitHub, Read over the project description
- Looking to Unit Testing

3.4 Miscellaneous

Labs aren't mandatory. They're only a scheduled meeting time for teams. We need to be there for demos, however.

4 Meeting 2

4.1 Administrative

Wednesday, 23rd January 2019 |9:30 pm – 10:40pm (approx.) |Capstone Project room

Attendees:

Via Discord:

- BR - Bilal Rana
- CS – Christophe Savard
- SZ - Steven Zanga

Present:

- AP – Ashesh Patel
- BT - Benjamin Thérien
- DT - Daniel Thibault-Shea
- MW – Micheal Wilgus
- MZ - Mordechai Zirkind
- RZ - Rezza Zairan
- SV - Shereece Victor

4.2 Summary of Discussion

Recap

- What did each person do this week?
- Organizers, pestered people for code, scheduled meetings
- Documenters: Learned Latex,
- SP is no longer a part of the documenters team and team in general
- Quality Assurance: Read up on unit testing, and JUnit
- Coders: Set up repo, and GitHub tools; Formatted MVC, made classes, some of the UML, some ER

We need to plan before coding too much so that we're all on the same page

Discussion of Game play

- We discussed the creation of the following objects: Board (2d array), Card (Type, State-Overturned or not, Word)
- Strategy Framework
- The MVC basically consists of three java packages
- Game Controller contains: 'start()' and the 'main_loop()'
- When someone clicks something in the view, which contains the cards, board, it (the event) gets sent to the controller as a request translates it to an operation and passes that to the model
- JavaFX has been added to our toolset
- What do we want the game to look like?
- Java Fx has been added to our toolset.

The basic code 'skeleton' has been set up by the coders.

Miscellaneous

- What data structure show we use for the words and their hints? Or do we do a database?
- How much does each member need to know? SV raised an issue with a lack of communication of tasks accomplished among the various task groups.
- A story/ use case is what we expect to happen when we objects

The basic code 'skeleton' has been set up by the coders.

4.3 Agreed upon goals

- Documenters: Do a detailed UML of the classes to be created.
- Coders: Set up database, JUnit tests
- Quality Assurance: JUnit tests

5 Meeting 3

5.1 Administrative

Wednesday, 30th January 2019 |9:30 pm – 10:30 pm |H 903 Lab

Attendees:

- AP – Ashesh Patel
- BR - Bilal Rana
- CS – Christophe Savard
- BT - Benjamin Thérien
- DT - Daniel Thibault-Shea
- MW – Micheal Wilgus
- MZ - Mordechai Zirkind
- RZ - Rezza Zairan
- SV - Shereece Victor
- SZ - Steven Zanga

5.2 Summary of Discussion

Pre-Demo - Requirements for Iteration 1

- The TA reviewed our progress and listed the things we were missing or needed to fix.
- These became our goals for the coming week.

5.3 Agreed upon goals

To be done:

- Table of contents.
- Domain model before use cases
- Diagrams for each use cases

- A MVC diagram
- Glossary of key terms
- Format the document properly
- State what relationships exist between objects
- Make sure there's a latex version of documents
- Code should be structured, remove unnecessary code, have an jar file in addition
- Note who created each class, and method
- Comments comments comments!
- Make sure code works
- Complete unit tests, comment, check
- Diaries, minutes etc
- Evidence of individual effort.
- Submit, documents and diaries as pdf
- Submit Individual diaries.

6 Meeting 4

6.1 Administrative

Wednesday, 6th February 2019 |9:46 pm – 10:33 pm |Capstone Rm 961-03

Attendees:

- AP – Ashesh Patel
- BT - Benjamin Thérien
- DT - Daniel Thibault-Shea
- MW – Micheal Wilgus
- MZ - Mordechai Zirkind
- RZ - Rezza Zairan
- SV - Shereece Victor

Via Discord:

- BR - Bilal Rana
- CS – Christophe Savard
- SZ - Steven Zanga

6.2 Summary of Discussion

Demo Status

- Recapped the events in the lab leading up to the cancellation of the days demo

Recap

- What have we done this week:
- AP: Has been trying to get familiar with GitHub
- MW: Understanding codes, wrote tests, code looks great, had questions about testing the GUI and undo, Answered by CS
- RZ: Use cases, formatting Latex

- SV: Model diagram, minutes; To do: class diagram, edit latex, create Latex version of minutes
- BT: Observers, game loop, method in each players, play turn, showed the game, already working, and demoed it to us, explained the next play button,
- CS: enforced standards, maintained GitHub repository, cleaned up the code, linked to gui,
- SZ: Commenting, Javadocs
- MZ: GUI
- BR: Coordinated with MZ to motivate the team

Work to be done

- Documenters: Proper error-free latex, images, annotations, diagrams, stylize documents, convert minutes to latex docs
- Coders: Cleaning out, making sure it runs smoothly, finish commander module so that it reaches the model, testing
- QA: user experience testing, model unit tests,

Things to be Learned:

- What do we need to learn by the completion of the project:
- MW: Latex
- BT: Unit tests, Latex
- RZ: Latex, code,
- AP: Git Kraken, JUnit
- MZ: Become familiar with the code, the document and UML
- SV: GUI,JUnit
- DT: JUnit, GitHub, become familiar with the code
- BR: Git Kraken, code base, Latex, JUnit
- CS: JUnit, Use cases,
- SZ: Latex

6.3 Agreed upon goals

- Think possible roles for the next iteration