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| **PJ-b Meeting 2** | **Wednesday, 23rd January 2019**  **9:30 pm**  **Capstone Project Room** |

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| **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 | **Type of meeting:** | Introductions and Planning |

***Minutes***

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| **Agenda item:** | Recap | **Lead by:** | MZ |

**Discussion:**

* 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

**Conclusions:**

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

| **Action items** | **Person responsible** | **Deadline** |
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| * No action required. |  |  |

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| **Agenda item:** | Discussion of Gameplay | **Lead by:** | MZ |

**Discussion:**

- 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?

**Conclusions:**

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

| **Action items** | **Person responsible** | | **Deadline** | |
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| Documenters: Do a detailed UML of the classes to be created. | Documenters: RZ, SV | | Wednesday 6th Feb 2019 | |
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| **Agenda item:** | Miscellaneous | **Lead by:** | MZ |

**Discussion:**

* 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 click direct stuff **Conclusions:**

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

| **Action items** | **Person responsible** | **Deadline** |
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| Documenters: Complete UML and write up stories. | Documenters: RZ, SV | Wednesday 6th Feb 2019 |
| Coders: Set up database, Junit tests | Coders: CS, SZ, BT | Wednesday 6th Feb 2019 |
| Quality Assurance: Junit tests | Quality Assurance: AP, MW | Wednesday 6th Feb 2019 |

***Other Information***

**Special notes:**

**Java Fx has been added to our toolset.**