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| PJ-b Meeting 1b | Wed 16th January, 20199;30 pmH 903 Lab |

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| Attendees: | AP – Ashesh Patel  SP – Saad Patel  BT - Benjamin Thérien  CS – Christophe Savard  DT - Daniel Thibault-Shea  MW – Micheal Wilgus  MZ - Mottel Zirkind  RZ - Rezza Zairan  SV - Shereece Victor  SZ - Steven Zanga | Type of meeting: | Introductions and Planning |

# Minutes

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| Agenda item: | Reintroductions | Lead by: | MZ |

#### Discussion:

* Met the new members of our group AP, SP, CS, MW,
* Met and spoke to the Tutor
* 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

#### Conclusions:

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

| Action items | Person responsible | Deadline |
| --- | --- | --- |
| * Download the Java version used in the lab (8.161) | Everyone | Wed 23rd Jan 2019 |
| * Download JetBrains | Everyone | Wed 23rd Jan 2019 |
| * Sign up for GitHub Education Pack | Everyone | Wed 23rd Jan 21019 |
| * Install SQLite | Everyone | Wed 23rd Jan 2019 |
| * Download Latex | Everyone | Wed 23rd Jan 2019 |
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| Agenda item: | Teams | Lead by: | MZ |

#### Discussion:

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

#### Conclusions:

We’re still missing a member.

| Action items | Person responsible | Deadline |
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| * No action. See below. |  |  |

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| Agenda item: | Work to be done | Lead by: | MZ |

#### Discussion:

* 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

#### Conclusions:

Deadline for iteration 1 is due is in 23 days.

| Action items | Person responsible | Deadline |
| --- | --- | --- |
| * 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 | Coders: CS, SZ, BT | Wed 23rd Jan h2019 |
| * Documenters: Prepare and share minutes, ER diagrams from coders, Get Familiar with Latex, Table of contents | Documenters: RZ, SP, SV | Wed 23rd Jan 2019 |
| * Record meeting in personal diaries, get familiar with GitHub, add personal diaries to GitHub, Read over the project description | Everyone | Wed 23rd Jan 2019 |
| * Looking to Unit Testing | Quality Assurance: AP, MW | Wed 23rd Jan 2019 |

# Other Information

#### Special notes:

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