



UNIVERSITY OF THE
WITWATERSRAND,
JOHANNESBURG

Software Design Project : Snake Game Viewer
Meeting Tittle : Every Other Day Scrum
Group Name : Runtime Terror
Venue : Discord
Time : 08h30
Date : 9 April 2021

1 Attendees

- Christopher Walley
- Daniel Christodoulou
- Jatin Makkan
- Makoko Campbell Manape
- Nkosiyaiphila Mogale
- Revash Govender
- Siyabonga Coka
- Talha Minhas

2 Discussion/Engagements

Christopher checked on everyone's progress with their assigned user stories, he also cleared up exactly what needs to be added to the user stories and how Taiga is used. In general, this was the feedback response given based on ones progress:

2.1 Christopher – Viewer & Fake Server

- Working on viewer and fake server with Revash.
- Front end is set up and interpreting game states.
- Will rework server to provide proper and better formed input.
- Fixed issues with client (CORS header and not disconnecting).
- Setup Travis CI and Coveralls.

2.2 Daniel – Caching Game State Data

- Storing data is coming along well
- Just looking for a better communication method between client and server

2.3 Jatin

- New to the group; no user story assigned to yet.
- Will help out with UI design for this sprint, then will be assigned his own story.

2.4 Nkosiyaphila – Database Design

- He had questions about what exactly was needed for this sprint.
- He said he will upload database design to the GitHub Wiki.

2.5 Revash – Fake Server

- The basics of the server are setup and ready.
- He will push final changes to the repository by Saturday.

2.6 Siyabonga – UI Design

- He has been experiencing issues with his laptop.
- Researching different ideas and styles to use.

2.7 Talha – UI Design

- HTML is done, working on styling.
- Also making logo for the site; Jatin had questions about how will it affect the loading time of the site.
- He will push final changes to the repository by Saturday.

Daniel was having Taiga issues, he could not make changes to things in the current sprint. Christopher will have to update things for him in the meantime.

3 Conclusion

Christopher will have to merge all of the code by Sunday, 11 April, and the release will be added to the Git repository. Jatin's details will be added to the "Who is who" Wiki page.