

01/16/2020 – Lab

### Members in Attendance

Asher, Joshua, and Ryan.

### Major Issues of Discussion

- Team Name
- Team Values
- Project ideas
- What we should do for next meeting

### Major Discussions

- While discussing team name we decided we wanted to work on a game.
- The importance of Communication and Respect as values.
- We decided we wanted to try developing for a mobile device and ended up picking Android as our target platform.
- We talked about android development for a while.
- We talked about what kind of games we wanted to consider for this project
- We decided to each come up with some game ideas and start our next discussion by looking at them and discussing what to do.

### Signatures

Asher

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Joshua

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Ryan

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01/23/2020 - Lab

### Members in Attendance

Asher, Joshua, and Ryan.

### Major Issues of Discussion

- Select Game: Chess
- Assign Responsibilities
- Features to set our product apart from the rest
- How to collaborate on the documents.

### Major Discussions

- We decided that we would be making a chess game.
- It was brought up that we need to take on roles
  - Someone to plan meeting agendas and lead our meetings
  - Someone to be the designated turn-in person.
- We acknowledged that there's no shortage of chess games on the android platform, so we need a way to set our game apart from the rest. We started brainstorming ideas but decided to table the discussion until we had an opportunity to do some research on the games on the market.
- We started working on the vision document but found that we needed to finish our discussion on features to set our game apart before proceeding.
- We have one member of our team focusing on the UI, one focusing on networking features, and one focusing on the game mechanics.
- We discussed about cross platform compatibility.

### Signatures

Asher

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Joshua

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Ryan

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01/30/2020 – Lab

Members in Attendance

Asher, Joshua, and Ryan.

Major Issues of Discussion

- Non-Functional Requirements
- Use Case Scenarios
- Vision Document modifications

Major Discussions

- Non-Functional Requirements
- Use Case Scenarios
- Vision Document modifications
- What we should work on this week outside of lab.
- What we will work on in lab next week.

Signatures

Asher

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Joshua

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Ryan

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02/06/2020 – Lab

### Members in Attendance

Asher, Joshua, and Ryan.

### Major Issues of Discussion

- Use Case Summary: level of abstraction.
- If we should allow suspending matchmaking matches: not allow resuming competitive matches.

### Major Discussions

- Friend's list discussion
- Notification service options
- Presentation: who is presenting what
- Presentation: power point
- Non-functional Requirements need work.

### Signatures

Asher

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Joshua

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Ryan

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02/08/2020 – Google Hangout 6:00pm

Members in Attendance

Asher, Joshua, and Ryan.

Major Issues of Discussion

- Progress on presentation preparation.
- Use case clarity.
- Time Limitations on presentation and how we should present our use cases.

Major Discussions

- We discussed the issues of discussion.

Signatures

Asher

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Joshua

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Ryan

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2/20/2020 – Lab

Members in Attendance

Asher, Joshua, and Ryan.

Major Issues of Discussion

- Simplification and plan of attack
- Presentation Feedback

Major Discussions

- Game clock implementation details
- Hard coded string literals.

Signatures

Asher

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Joshua

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Ryan

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## 02/23/2020 – Google Hangout

### Members in Attendance

Asher, Joshua, and Ryan.

### Major Issues of Discussion

- Simplification of use case diagram
- What our architecturally significant use cases are

### Major Discussions

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### Signatures

Asher

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Joshua

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Ryan

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02/27/2020 -LAB

Members in Attendance

Asher, Joshua, and Ryan.

Major Issues of Discussion

- <none>

Major Discussions

- Discussed and refined our simplification of the use case diagram.

Signatures

Asher

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Joshua

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Ryan

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03/05/2020

Members in Attendance

Asher, Joshua, and Ryan.

Major Issues of Discussion

- The interface for the match and network components of the project.
- iteration 2 deliverables and the presentation.

Major Discussions

Signatures

Asher

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Joshua

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Ryan

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03/12/2020 – Google Hangout

Members in Attendance

Asher, Joshua, and Ryan.

Major Issues of Discussion

- Decide who is doing what for the presentation.
- Iteration 2 deliverables progress.

Major Discussions

Signatures

Asher

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Joshua

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Ryan

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## 03/19/2020 – Google Hangout

### Members in Attendance

Asher, Joshua, and Ryan.

### Major Issues of Discussion

- How to add tokens to our datapackage class
- How to relay our datapackages.
- Progress checkup on Iteration 2 deliverables.

### Major Discussions

- Need to setup Create match for online match IP address, port, game token
- We discussed pros and cons of different ways of sending information between clients during a match. We are currently designing the system where the server establishes the match up, gives each client information needed for the match and connecting to each other, and then the server is out of the process until the clients report results.

### Signatures

Asher

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Joshua

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Ryan

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## 03/26/2020– Google Hangout

### Members in Attendance

Asher, Joshua, and Ryan.

### Major Issues of Discussion

- Changes to keep the client UI responsive
- Potential issue that may require a change in how we relay data during online match. Behind a Nat issue.
- The PowerPoint.
- Turing in the client-side code.

### Major Discussions

- The basic plan for the demonstration.

### Signatures

Asher

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Joshua

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Ryan

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03/29/2020 – Google Hangout

Members in Attendance

Asher, Joshua, and Ryan.

Major Issues of Discussion

- Worked most of the night together on getting the online match starting... we still have some issues to iron out.

Major Discussions

<none>

Signatures

Asher

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Joshua

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Ryan

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04/01/2020 – Google Hangout

Members in Attendance

Asher, Joshua, and Ryan.

Major Issues of Discussion

- Preparation for presentation
- Assembling deliverables

Major Discussions

<none>

Signatures

Asher

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Joshua

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Ryan

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