# Meeting Minutes from: 6-14 7:00 – 7:50

# Attendance:

Not Jimmy Parker

# Last Meeting:

Class diagram is mostly finished, will be updated further as we are finishing implementation.

Component diagram will be updated once finished via the weekend.

Merging into GUI branch from main dev branch.

Namespaces front end = scrumageWPF, back end = scrumage-engine

UML on lucidchart, red = deletion, blue = proposed change, black = committed change.

## Assignments:

Jimmy: Upload meeting minutes to discord and bitbucket. DONE

Trello assignments. Please take the user story you are working on and move into doing, make sure you are adding yourself to the card.

# Decisions:

Any dev questions and/or feedback on current state of things.

Discuss meeting change time due to Zack’s internship. If Zack hasn’t received times we will table this.

* Note: Zack once you have figured out your tentative schedule please just let me know and we will figure out a time that would work better for us. If needed the rest of the group can meet and I can follow up with you later during dev meeting or 1 on 1.

# Assignments:

Keep chugging away at Trello user stories. If needed, please let either Jimmy or Matt know of any issues or if you need someone to bounce ideas off of.

# Daily Scrum

Michael

* Current Assignment: Phase Chart
* Issues + Progress:
* Next Goal: maybe by next meeting

Jordan

* Current Assignment: Working on Setup Menu
* Next Goal: Help Menu GUI

Harrison

* Current Assignment: Limiting nodes
* Issues + Progress: How to deal with null returns. Phase diagram?
* Next Goal: Implement limits (put check in MovePlayer())

Zack

* Current Assignment: Resource Node
* Issues + Progress: get to work!

Matt

* Current Assignment: Finished Artifact cards
* Issues + Progress:
* Next Goal: User Stories for Action Phase

# Next meeting:

How to return player pawns.

Will have to meet with Zack separately

Matt will have new user stories for Action Phase