# Meeting Minutes from: 6-23-2020 5PM

# Attendance:

Jimmy Parker

Matthew Hooker

Michael Edwards

Harrison Pollitte

Jordan Cavins

Zack Vickers

# Last Meeting:

Sprint 3 tasks.

Would like to work on implementing additional functionality including the phases.

Testing for this sprint.

Cards in trello needing refinement as Michael has demonstrated in Artifacts Done list.

Assignments for this sprint:

* System Test Plan
  + Jimmy will head this assignment. Please be coming up with tests while implementing during the first week of this sprint.
    - For example: one of the things that can happen, players can have only white space (blank) names.
* Program and Testing Demonstration Video
  + Matt Hooker
* Product Owner Report
  + Matt Hooker
* Scrum Report
  + All of us at the end of the sprint.
* Scrum Master Report
  + Jimmy Parker

Discuss current implementation and start building tests for the System Test Plan.

## Assignments:

Pull from master and start trying to break the game and notate what was done to do so.

# Discussion:

Potential Test: Players can doAction() on a node where they don’t have a pawn and could possibly resolve.

Bitbucket Pipelines- introduction on how to test.

Cards will be made into text file pulled from trello board for agility and artifact cards.

# Next meeting:

6-23 5PM