

Weekly Meeting Team-7

Participants:

Primary Facilitator: Ashley Simpson

Minute Taker: Rishabh Tandon

Timer Keeper: Aziz Hanna

Other Member: Geoffrey Long

Location: Thursday 7th November 2013, Trottier Third Floor

Objectives:

- Discussion of GANTT chart.
 - o Are we still on schedule?
 - o What should we focus on next?
 - o Specific group member comments on our work so far.
 - o Assign GANTT chart updates to a group member
- Discussion of the two-player implementation of the game.
 - o Show demonstration to all members.
 - o Is everyone happy with the implementation?
 - o Any comments on things that could be done differently?
 - o How is testing going so far for this specific portion of the code?
 - o Any group member having difficulties that need to be addressed?
- Discussion of next week's objectives.
 - o Assign different jobs to the group members.
 - o What are the expectations for next week's meeting?
 - o Are we ready for prototype demonstration? How should we prepare?
 - o Are we ready for the meeting with the TA?
 - o Testing schedule for next week.
- Comments?

Minutes:

- Start time: 5:57
- Aziz is going to fix up the GANTT chart

- End of second week already finished the 2-player implementation, on schedule
- Login system and database, along with statistics will be the focus of next week
- Need to push more changes to the team-7 repository, apart from that everyone seems to be happy with the progress.
- Everyone is happy with the implementation so far.
- Qualitative Testing on the game discovered some errors that were fixed; unit testing will be the focus of the next week.
- No one is having difficulties at this time.
- Ashley and Aziz: Unit testing 2-player and new code added for database.
- Rishab and Geoff: Focus on the database, many different issues (prototype 2).
- Unit testing completed for 2-player implementation and front end of database, and the focus for coding will be specifically the front end of the game.
- Ready for the meeting tomorrow, only two members will be able to make it however, primary focus will be showing the gameplay.
- Ready for the demonstration, will make the program run smoother for the demo day.
- Weekend will focus on 2-player implementation testing, during the next week the focus will be on the front end testing.
- Everyone seems content with the game so far.
- Meeting end: 6:15