agenda

# Planning Stage Review and Preparing for the Design Stage

03/11/2020

1400 - 1500

Attendees: Aiden Deegan, Iain Forrester, Ross Laing, Stefan Ganescu, Yaacov Simmons

Absentees: N/A

Notes taken by: Aiden Deegan

1. Summary of Previous Meeting: Discussed the tasks we were given from last week
2. Agenda

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| Time | Event | **Notes** |
| 1415 | Task Overview | Looking at the marking scheme and seeing where we are getting marks etc. Seeing what tasks, we have left and what ones are achievable by the deadline. Game will not be complete in time so trying to pick up marks anywhere. Making sure that tasks are spread out so that the GitHub repository has a fair amount added by each person. |
| Time | Event | **Notes** |
| 1440 | Delegating Tasks | Yaacov and Iain: Doing the home page and front-end testing. Installation Guide and methods of communication with developer.  Iain: ReadMe file. GitHub directory tidy up. Compression of all file.  All group members: Code Comments.  Stefan: Scoring System.  Ross and Aiden: Option and Exit Game button. Finish the 2 page report. |
| Time | Event | **Notes** |
| 1430 | Next Steps | Try and finish as many tasks as possible for damage limitation. |

## Additional Information: