Project: Monster Mash - Group Project 06

Meeting: Second Project Meeting.

Attendees: All project members present except Aiman Arafat (Illness).

Place and date of meeting: Room 502, Tuesday 16th October 2012.

Circulation list: All project members, plus project manager.

Author: Samuel Mills

Date of Minutes: Tuesday 16th October 2012.

Version: 1.0

Matters arising

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Last week we were unsure who was going to be Project Leader and deputy leader. Following this week's discussions we now have a finalized Project Leader (James Slater) and Deputy Leader (Chris Arom). We also designated QA manager as Benjamin Brooks however deputy QA manager position was still undecided. Amy Rebecca James has been designated this role.

In our first meeting we agreed we were going to use LaTeX to produce our documents. Felix Farquharson gave us a presentation on LaTeX as some people were unsure on it in general. He discussed how LaTeX removes the design from the data and how it is good for long documents. Also how it allows us to define the information depending on its relevance and how it allows for easier version control. Project Manager suggested looking into texMaker or MiKTeX (LaTeX without GUI)

Felix Farquharson then went onto to discuss the testing aspect of the project. He discussed that testing the functionality would involve testing the code that makes the application do something useful and where JUnit might actually be of some use. I.e. Write the tests and then develop to make sure the tests are fulfilled. Other useful tests might be test tables and manual testing. Felix then moved onto user usability where he said that making sure all links are intuitive is important. Felix also discussed that it is important to make sure the application isn't too complicated for human beings. I.e. test it out on real people to make sure it is user friendly. He added that it is important for the UI designers to understand how other people (not in our group) will react to the user interface. Felix then went on to discuss testing the interface and said how the testing would be largely the same as usability testing. The group discussed what web browsers should be used. (Still to be decided) Felix encouraged the use of Browsershots which allows the web page to be viewed on all web browser platforms to see if the page is compatible.

Felix then went onto testing compatibility. We will be using Glassfish and James Slater mentioned he had made some developments on testing capability. The last test requirement was security and performance. Felix stated that both security and performance were both important but for this project it is not a major concern, however it would be good practice to

implement some basic security. He mentioned Tenable which uses an automated test and runs it over a period of time to highlight any flaws.

Chris Arom discussed how he was going to experiment with Glassfish. Google App Engine is not supported for NetBeans. We concluded GlassFish would be better to use over Google App Engine, using Netbeans 7.2.

Benjamin Brooks generally looked over documents and discussed how important it was to make sure the code was consistent. It was suggested to put minutes in GIT repositories and that we will each need an individual space. Everyone will have a working copy of repository and every so often there is a working copy of code that we would 'push up'.

Dan Mcguckin looked at GUI. We've all agreed on HTML and CSS. (Shop, list of monsters, battle etc) Document needed for week after next (Use Cases). Drawing and diagrams of intended appearance need to be thought out and we discussed how the battle is meant to look. We were quite unsure about this and the Project Manager explained that it's a calculation of genetics and chance combined. There is very little visual appearance of characters and it will simply say Win or Loss. It's designed to make people think of combining and breeding monsters. (Genetic traits of strength / defence etc). The battle has to be setup, choosing who to fight. Before the document is handed in we should carry out a review. Checking is a fundamental part of its completeness. QA manager to set a schedule with project leader.

New business
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Advised to identify a person to setup the repository, Felix was happy to carry this out. (GIT) Felix to continue with the document on testing. Start drawing up that document, creating the set of tests. Test specification due in 4-5 weeks time.
ACTION: fef

James Slater explained he found he could make two virtual servers and get them to talk to each other, however HTTP is an issue. We discussed that we should agree with 2-3 other groups on basic principles of the game. Read up about it.
ACTION: jas38

We discussed keeping a time sheet recording the amount of time spent on the project to keep organized and to view development. (Average of 40 hours per semester)

We discussed the idea of a design team which would have to hand in a document by the end of November. Amy Rebecca James and Samuel Mills have been given this role.

Advised that we need to start developing this now and sharing drafts with each other, pushing forwards from testing towards design.

Time sheets must be sorted so James Slater can allocate the hours to each individual task. We were reminded to write in our journal for our PDP. (How the group is going, what has changed etc)

Everyone has a role and knows what to look into, this should be prepared ready for discussion in next week's meeting Tuesday 23rd October

AOB
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None