Indiana University Southeast

Team Rocket Meeting Minutes

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Software Engineering

Team Rocket Meeting Minutes

Members:

* Xavier Beatrice
* Dale Morris
* Jonathan Roberts
* Ryan Hurst

Product Backlog link: [Team Rocket Product Backlog](https://docs.google.com/spreadsheets/u/0/d/1ZOh8DEW38Z2XTtUqtCHBlCRbZbTtljUvtlcD5PRkf4I/edit)

Document Purpose

This document is intended to detail the topics for discussion and any resolutions agreed to for any official meetings of Team Rocket.

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September 21st Meeting

Topics:

* Test Driven Development
* Main source code class structure
  + Architecture.md
* Rabbits eating, breeding, dying
* Foxes existing, eating, breeding, dying
* AbstractOrganism
* Grass
* Various Gradle and Cucumber Fixes
  + Limit merges based on code coverage and passing unit tests

Resolutions:

* Test Driven Development is the standard and is required for all future program merges
* The intended structure for the program will be documented in /doc/architecture.md.
* Xavier will be working on Implementing Grass, Gradle/Testing fixes and changes, Configuration through Terminal
* Dale and John will be working on breaking down the logic in the simulation class into smaller, more manageable units for testing purposes.
* Dale and John will implement hunger and death for animals.
* Ryan will be working on the Abstract organism class, rabbit breeding, and fox hunting

September 26th Meeting

Topics:

* Cucumber testing change progress
* Split Cucumber testing change and github merge restrictions into separate branches
* Work done and time estimates on current projects
* Software for illustrating project structure
* Adding GraphViz and PlantUML (graphing software) to repository

Resolutions:

* Abstract organism done by eow
* Splitting cucumber test and github actions
* Dale and Jonathan meeting in-person to work on joint-assignments
* PlantUML for software project structure illustrations
* Stick plantUML code in repo, maybe .png/.jpg if needed as well

September 28th Meeting

Topics:

* Build and test system
* Design Patterns
* Future Design plans
* Github Project tiles
* Work done and time estimates on current projects
* Integrating UML and UML diagrams into our project
* README.md
* Workflow
* AbstractPlant
* Map, UI, Simulation update

Resolutions:

* Xavier is working on designpatterns.md
* Dale and Jonathan working on Map, UI, and Simulation
* Ryan finished AbstractOrganism, going to work on grass next
* Look into design patterns that may apply from oodesign.com
* Continue using Github project tiles
* Think about future project module design
* Write UML code to match newly written code
* Continuously update Documentation files as needed.
* Document and work on processes and workflow after current sprint retro
* Write an Abstract Plant class for structure
* UI is used as runnable rather then simulation

October 3rd Meeting

Topics:

* UI branch issues (changes won’t merge)
* Setting up Terminal Flags in Simulation
* Updates on progress
* Using Project Tiles
  + Completed Project Tiles
* Development Process (Diagram?)
* Breaking up behaviors into a separate module that can be called by Simulation?
* Program Version

Resolutions:

* Please Use Project Tiles
* Look into github UI issues
* Xavier Finished terminal flags, design patterns
* Ryan working on simulation changes to fix compatibility issues
* Dale working on UI issues, simulation breakup, map
* Jonathan working on simulation, hunger
* Elaborate on dev process thursday
* Splitting behaviors into Animal classes
* Change to version 0.2.0

October 10th Meeting

Topics:

* Sprint 2 retrospective
* Project Tiles (again…)
* Development Processes
* Software Architecture
* Cucumber vs JUnit testing

Resolutions:

* Continue using Cucumber testing
* Better use project tiles
* Use development process described in the flowchart
* Write code in accordance with architecture diagram
* Xavier will work on Completing sprint2.md, debugging the terminal flag implementation, Designing a software development process, and working on the general project architecture
* Ryan will work on Foxes and debugging organisms
* Dale with work on architecture.md
* Dale and Jon with work on UI/simulation separation and testing simulation

October 12th Meeting

Topics:

* Feature Ideation
* Review Sprint 3 Product Backlog
* Stretch goals

Resolutions:

* New feature ideas have been voted on via planning poker
* Project tiles were made for sprint 3’s work
* GUI, pathfinding, Rain, and Genes need to be broken into smaller pieces

October 19th Meeting

Topics:

* Sprint 3 Retro
* Planning Poker for items
* Dale and Ryan Switching positions

Resolutions:

* Assigned Sprint 4 work and will be working on fixing some older components that aren’t working as expected
* Going to be conservative with story point estimates
* Going to continue with testing for our program

October 26th Meeting

Topics:

* Xavier’s work done, doing, and assistance needed
* Dale’s work done, doing, and assistance needed
* Jon’s work done, doing, and assistance needed
* Ryan’s work done, doing, and assistance needed
* Cucumber bad JUnit good

Resolutions:

* Cucumber testing complexities have been causing issues, work together to resolve those.
* Xavier’s finished all current work, and isn’t doing anything and doesn’t require assistance.
* Dale’s done no work, Dale’s next work will be the README, and no further assistance is required.
* Jon has finished the UI tests, and is currently reading on integration testing, and no further assistance is required.
* Ryan has finished the carrot class, and is currently working on eating, and no further assistance is required.
* Simulation tests are causing issues with how interconnected everything in simulation is.

November 2nd Meeting

Topics:

* Sprint Retro
* Work leftover
* Pathfinding (Dale)
* Animal energy and dying (Ryan)

Resolutions:

* We will work on the pathfinding implementation this sprint
* Xavier will work on program optimization
* Dale will work on general documentation
* Dale, Jon, and Ryan will work on finishing their leftover work and implementing pathfinding

November 9th Meeting

Topics:

* projectreflections.md
* Current progress on assigned work
* Optimization work (Xavier)

Resolutions:

* Work will begin on projectreflections.md as soon as possible
* Jonathan’s got nothing done
* Dale’s work on Rabbit's vision
* Ryan’s been working on Animal eating; however, it’s messed up Animal Movement
* Xavier’s worked on assorted documentation, Simulation, and IO optimization
* Xavier cannot work on Organism optimization until other people have finished their work

November 14th Meeting

Topics:

* projectreflections.md
* Work check-in
* Current PR’s
* General direction for next sprint

Resolutions:

* Dale and Ryan need to write their part of projectreflections
* Xavier won’t be able to work on organism Optimization due to unfinished work
* Ryan has put up a PR for movement and is working on organism dying
* Dale implemented organism vision, and is working on the search algorithm for movement
* Jon has fixed the breeding problems and will work on movement
* We’ll make sure we’re using PR labels and tags appropriately
* For the next sprint, we will focus on ensuring things are working properly and as expected, also tuning the simulation so that the default is interesting. Ensuring things like rabbits and foxes are pathfinding, eating, and dying is important. Grass and carrots should also perform their expected functions.

November 16th Meeting

Topics:

* Figure out what we finished
* Sprint retro
* Figure out what we have left to do
* Figure out what we need to do for the last sprint

Resolutions:

* Projectreflections needs to be finished urgently
* Other features that weren’t completed need to be completed before the end date
* Xavier will write a tutorial
* Xavier will add API docs
* Dale will move some of our digital documentation stuff to github
* Ryan will be adding energy based limits to breeding
* Jonathan will tune our default values so they produce more interesting results