Wednesday, January 29, 2009

UC 153

12:30AM - 01:30PM

Meeting minutes

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# In attendance

1. Alex Gerveshi
2. Dimitrios Yantsios
3. Damola Mabogunje
4. Daniel DeCamillo
5. Nick D. Andrea

# In absentia

None

# Risk Assessment

## Risks Identified

* Need to get Nick up to speed
* Need to get familiar with Swing GUI

## Risks Solved

* Roles & Tasks fully defined
* Prototypes format decided

# Decision items

## Prototyping & Research

* Full Game play prototype shall be done in power-point (to be presented to client)
* Network prototype shall be coded in Java (for Risk-reduction purposes)
* GUI prototype shall be code based (for Risk-reduction purposes)
* PGN w/ FEN shall be used ONLY if they allow us to meet the following requirements
  + Easy Automated Move Decision (especially where multiple pieces can move to the same spot based on notation)
  + Allow us to easily specify moves on a per-piece basis

## Discussion Topic for Next Meeting

* Review UML Analysis Model, Prototypes, & PGN/FEN research
* Meeting with Group 1 to show prototypes & finalize requirements
* Add Nick to task lists (suggested positions include “Lead Programmer, Secretary, Lead Tester”)
* Update Gantt Chart

## Immediate Tasks

* + Dimitrios to continue developing networking prototype
  + All to contribute to UML draft
  + Daniel to begin Game play prototype
  + Alex to begin GUI prototype
  + Damola to investigate and confirm whether PGN/FEN will be compatible with this project
  + Nick to visit site & review meeting minutes, progress, & all other documentation
  + Deadline for Prototyping and PGN report (Tuesday February 3rd 2009)