

Meeting Notes

Team Meeting 9.11

WHEN: Wednesday September 11 @ 12:30

PURPOSE: GTA Meeting

ATTENDANCE: (GTA and every team member) TianXiao, Pierce Lane, Chase Horner, Holden Vail, Michael Stang, and Katharine (Katie) Swann

NOTES:

During this meeting with our GTA we introduced ourselves and were told we would eventually receive individualized codes to access the lab room. Next we walked through the peer review and demoed our project.

FUTURE:

Project is due September 15th, this Sunday. Documentation and a few minor tweaks about how the program is displaying need to be completed.

Meeting Notes

Team Meeting 9.04

WHEN: Wednesday September 04 @ 12:30

PURPOSE: Second Meeting

ATTENDANCE: (every team member) Pierce Lane, Chase Horner, Holden Vail, Michael Stang, and Katharine (Katie) Swann

NOTES:

During this meeting we reviewed one-by-one what each member had done over the past few days. After reviewing we discussed future plans and broke down roles, including splitting the rest of the remaining UI between the UI team and the Gamestate team.

FUTURE:

We plan to have the entirety of Project 1 ready to turn in after our GTA meeting on September 11th. If there are things that need to be updated we will then have a few days to add and improve prior to the hard deadline.

Meeting Notes

Team Meeting 9.02

WHEN: Monday September 02 @ 17:00

PURPOSE: First Meeting

ATTENDANCE: (every team member) Pierce Lane, Chase Horner, Holden Vail, Michael Stang, and Katharine (Katie) Swann

NOTES:

During the first meeting we began by designating our roles as seen below, choosing a language and platform which we ended up with Python using snake case and Linux. We also as a team went through the google sheet to decide upon a time to meet with our GTA that was assigned. Our meeting time will be Wednesday at 12:30-12:45. Pierce created and shared the Github. Based on our project design we split up into two main groups one for user interface consisting of Pierce, Holden and Katharine and another group for Battleship consisting of Chase and Michael.

PROJECT DESIGN

1. UI
 - a. ui.py
 - b. lib
 - c. resources
2. Gamestate.py
 - a. files related to running the game
3. Documents
 - a. hour-person google sheet
 - b. Meeting notes
 - c. Documentation (separate from comments)
4. main.py

ROLES:

Project Lead _ Pierce Lane

Programmers _ Holden Vail, Michael Stang, Chase Horner

Programmer 4/Organizer _ Katharine Swann

FUTURE:

We will be meeting as a team without our GTA in two days on September 4th and plan to have the entirety of Project 1 ready to turn in after our GTA meeting on September 11th. If there are things that need to be updated we will then have a few days to add and improve prior to the hard deadline.