

Meeting Notes

Team Meeting 10.23

WHEN: Wednesday October 23 @ 12:00

PURPOSE: GTA Meeting

ATTENDANCE: (all team members) Chase Horner, Holden Vail, Michael Stang, Katharine (Katie) Swann, Pierce Lane, and Tian Xiao

NOTES:

During this meeting the team updated the GTA and altered the requirements stack and submitted the updated version. Chase also finalized the window's version display so that it is now full screen.

FUTURE:

Katie will complete the Requirement Artifacts due this Sunday for Sprint 2.

Meeting Notes

Team Meeting 10.18

WHEN: Sunday October 18 @ 12:00

PURPOSE: General Meeting

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

NOTES:

During this meeting the team worked through the Spring 1 Initial Architecture Documents. We completed everything except the Requirements Artifacts for Sprint 1 together which we assigned to be done by each member individually.

FUTURE:

Complete the Requirements Artifacts as assigned by the end of Saturday. Katie will reorganize the shared document into the appropriate file types to submit to Canvas.

Meeting Notes

Team Meeting 10.09

WHEN: Sunday October 09 @ 12:30

PURPOSE: GTA Meeting

ATTENDANCE: (all team members and GTA) Chase Horner, Holden Vail, Michael Stang, Katharine (Katie) Swann, Pierce Lane, and Tian Xiao

NOTES:

A very short meeting where we updated our GTA.

FUTURE:

We will meet as a team after Fall break. No GTA meetings that week.

Meeting Notes

Team Meeting 10.06

WHEN: Sunday October 06 @ 15:00

PURPOSE: General Meeting

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

NOTES:

Discussed what we want to do for our project. After multiple project ideas were discussed we landed on creating a background that will run a Conway simulation. We will start by implementing the Game of Life. We then discussed all of our past projects in and out of school including hackathons and personal projects to complete the Initial Set of Requirements: Agile Stories Spreadsheet. We finished by completing the Initial Set of Requirements: Requirements Stack.

FUTURE:

We will review our documents with a fresh mind later in the week and turn them in prior to the deadline. We will be seeing each other in the GTA Meeting this coming Wednesday. Everyone will be doing some base research on their OS (Linux, MacOS, and Windows) prior to the start of our next sprint.

Meeting Notes

Team Meeting 10.02

WHEN: Wednesday October 02 @ 12:30

PURPOSE: GTA Meeting

ATTENDANCE: (GTA and most team members) Chase Horner, Holden Vail, Michael Stang, Katharine (Katie) Swann, and TianXiao

NOTES:

During this GTA meeting we demoed our final product to the GTA and walked them through our custom additions.

FUTURE:

We plan to meet this Sunday at 15:00 to work on the initial set of requirements for the next project.

Meeting Notes

Team Meeting 9.25

WHEN: Wednesday September 25 @ 12:30

PURPOSE: GTA Meeting

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

NOTES:

During the meeting we discussed what each member worked on as described in the previous meeting notes. We then rediscussed the additions we made and demoed to our GTA.

FUTURE:

Part 2 is due this Sunday, September 29th.

Meeting Notes

Team Meeting 9.18

WHEN: Wednesday September 18 @ 12:30

PURPOSE: GTA Meeting

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

NOTES: Beginning Part 2

We split the prospective work

Completing Part 1

- Game over not displayed

AI

- Chase and Michael

Additions

- Power ups
 - Majority vote so we decided to work with this custom addition
 - Pierce and Katie will implement
- Random ship placement for user (so u don't have to place them)
 - Give them the option to place their own
 - Holdren will implement

Katie also went and created the documentation necessary for part 2. The team then went over the estimated person hours document and completed that.

FUTURE:

By next Wednesday's meeting we are hoping to have the AI and Custom Additions implemented into the project. From there we will expand upon the non-technical aspects of Part 2.

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.