**Team 15**

**Meeting Minutes**

**23/02/20**

**Opening:**

The regular meeting of Team 15 was called to order at 6:00 PM on February 23rd 2020. The meeting was taken via phone call, with four members together on one end and the remaining member at the other end.

**Present:**

Bayley Cowen-Seagrove  
 Ellis Tulloch  
 Jack Lewis  
 Kobbie Mike Tabi  
 Thomas Senyah

**Absent:**

None

**Business from the Previous Meeting:**

Assignment of roles:

All members of the team remain happy with the nature of their self-assigned roles within the group.

The team collectively introduced some research findings, brought to attention to by Bayley Cowen-Seagrove in the previous meeting. This research included some information and explanation of the different software development lifecycles, as provided by Thomas Senyah. Other research findings included a suggestion on what programming language(s) to use for the project, resulting in the team eventually agreeing on trying to use C++. There was a small conversation around this decision, as some of the team members were more comfortable with the language than others. However, everyone quickly agreed that C++ would be beneficial to use due to all members of the team having had experience with the language in previous years of university study.

Execution of the Planning Stage

After highlighting the importance of producing a Gantt/PERT chart in the previous meeting, Jack Lewis, alongside Kobbie Mike Tabi, introduced the rest of the team to a draft Gantt chart. This draft outlined the initial thoughts on how the project should progress throughout the following months and gave all members of the team a clearer understanding of exactly how they should operate and look towards completing for the overall task. The group were unanimous in agreeing with the initial plan, and Jack Lewis urged all members to review the chart and raise any opinions or adjustments at the next meeting.

**New Business:**

Research into GUI Options

Ellis Tulloch raised the question that with the Property Tycoon program being such a front-end heavy project, that some research should be conducted into the possible methods that could be used to implement a GUI for the game. This point was well accepted, and Bayley Cowen-Seagrove, as overseer of research, delegated the task at hand to Jack Lewis, due to his already good knowledge of different languages and their GUI capabilities. It was agreed that this would be revisited at the next meeting.

Production of Early Code

Having attended the week’s Software Engineering seminars, Thomas Senyah explained how the tutor had asked for an example of some early code for the project for him to view at the seminar the following week. Thomas explained to everyone that he would try to develop some code for a simple dice rolling function to meet this request. He also stated that he would be firstly developing the code in Java before converting it to C++, as he finds Java slightly more comfortable than C++, but mentioned he didn’t expect to have any difficult translating the code over.

**Additions to the Agenda:**

No additional points were raised to be added to the agenda.

**Agenda for Next Meeting:**

Discussion of GUI options, including decision on best option.  
Deciding on what modules of code to tackle next.

**Adjournment:**

Meeting was adjourned at 6:24 PM. The next general meeting will be at 6:00 PM on 1st March 2020, via video call.

Minutes submitted by: Ellis Tulloch