**Team 15**

**Meeting Minutes**

**06/04/20**

**Opening:**

The regular meeting of Team 15 was called to order at 6:00 PM on April 13th 2020. The meeting was taken via voice call.

**Present:**

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

**Absent:**

None

**Business from the Previous Meeting:**

Review of Code Produced

Thomas Senyah continued to build on his progress with the code aspect of the project and was able to produce a ‘buy property’ function to the rest of the team, along with some useful input from Bayley Cowen-Seagrove and Jack Lewis. The code was well accepted by the rest of the team, who were happy with the progress and how well the code fit in with the rest of the code previously developed.

PERT Chart

Bayley Cowen-Seagrove introduced the rest of the group to the PERT chart that he had been working on for the past couple of weeks. The PERT chart showed a good outline of the team’s progress thus far, and importantly laid out a vision of how the remaining time would be expected to pan out for the project. The chart was agreed upon as a team and sparked a conversation between the team [see New Business].

Discussion on how to Implement AI Player

Whilst this topic was meant to be discussed, the team didn’t get round to it in time to cover it due to the discussion sparked by the PERT chart conversation.

**New Business:**

Discussion on Time Management

As previously mentioned, the introduction of the PERT chart by Bayley sparked a lengthy but necessary conversation regarding how the rest of the project duration should be spent, and what the team’s focus should shift to.

Points were made that with the coding phase in full swing, and hopefully to be finished in the coming weeks, some roles and attention could be switched to other areas of the project. It was decided that Bayley Cowen-Seagrove and Ellis Tulloch would focus their attention to making sure the report was built to a good standard and content was covered. Jack Lewis would focus on the design and code implementation of the board game GUI, with assistance from Mike Kobbie Tabi where necessary, who would also help with documentation.

The analysis of the task remaining took up a good chunk of time, but all members of the team made good suggestions as to how the team should look to move forward with the project, which resulted in a positive discussion and conclusion.

**Additions to the Agenda:**

Testing

One point raised by Ellis Tulloch was the need to focus on testing, and made the recommendation to the team that he would focus on building the testing documentation, gathering the tests that had been developed by Thomas Senyah already, as well as adding any new tests to a test plan.

**Agenda for Next Meeting:**

Review of code produced.

Discuss how to implement AI player.

Testing plan progress.

**Adjournment:**

Meeting was adjourned at 6:42 PM. The next general meeting will be at 6:00 PM on 20th April 2020, via voice call.

Minutes submitted by: Ellis Tulloch