

MINUTES OF MEETINGS

DATE	16-02-2024	TIME	11:00 – 12:00 AM	LOCATION	MetaForum 3.119
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PARTICIPANTS			
Molengraft, René van de (Stakeholder)	Kareem Ghedan (Team Leader)	Mahsa Mehmendari (Scrum Master)	Anshid Pillat (Designer)
Quinten (Project Management)	Joseph Tandio (System Architecture)	Arjun Chuhan (Designer)	Deniz Akyazi (Designer)
Naheed Tabassum	Designer		

No	Agenda	Comments/Feedback
1.	Introduction & Goal of the Meeting	To discuss and agree on the scope of the Project
2.	Previous Weeks Tasks	<ul style="list-style-type: none">Summarized work previous yearsLiterature reviewProject management planStudied MSL rulesContacted and interviewed TechUnitedDecision trade-off matrix and storiesMost important featuresUser needs
3.	Project Management Plan	<ul style="list-style-type: none">Planning in every weekWeekly SprintsDaily Stand up meetingsScrum (Trello)GitHubRisk Management planRegisters(Risks, Team Roles)
4.	Project Scope (Direction)	System Mission : "To observe the match and make autonomous, unbiased decisions based on the soccer robot rules that can be communicated to teams and viewers". Fully Autonomous Referee is impossible in 6 weeks (Proposal) Limit the scope of Project Explanation of the user needs and Functionality
5.	New Functionality	It was proposed that we will work on <ul style="list-style-type: none">RC-12.3.4 & 12.3.5.who touched the ball last time.Communication with RefBox. The stakeholder commented that there must be: More Specifications regarding the complicated situations like geometric constraints whether the robot is inside or outside the line of penalty area. What would be the accuracy for in line or out of line of penalty area?(e.g. 1mm or 1 μ m). For second rule he mentioned that what if two players touch the ball simultaneously? Also, more specifications needed for

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		<p>this rule. A suggestion could be to talk to a Human referee of MSL RoboCup and he can indicate number of used cases for different situations.</p> <p>Communication with Ref box isn't a complex thing.</p>
6.	Planning Meetings	<p>Friday 02:00 – 03:00 PM is an appropriate time.</p> <p>Also, Depends on agenda.</p>
7.	Summary	<p>Below are the Key points from the meeting:</p> <ul style="list-style-type: none"> • What are the different aspects of refereeing? • There can be multiple acceptable solutions for a single problem • How to model a real scenario and translate into a technical solutions? • Talk to a human referee (optional) • Know about the variations in human referee. • What different referees will do in a particular scenario? • Rules in context of real games (specifications). • Think about the outcomes in terms of specifications (the relationship b/w real game & how the technical system will do this)
8.	Next Meeting	<p>In next meeting, the discussion will be made regarding the specifications of rules and an update of sprint 2.</p>