

PROOFS OF MEETINGS

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- FIRST MEETING

Minutes of the Cryptid Web App Scrum Meeting

Date: 15 May, 2024

Venue: Discord

Organizer: Andrew Boylen

Attendees:

- Siphelele Mthethwa
- Massamba Mphalala
- Mukhathutshelili Ndou
- Kananelo Rampele
- Muthuphei Mukhunyeledzi
- Mbedzi Ritanzwe

Agenda:

1. More about Cryptid Description

2. Requirements for the Fourth Scrum

Minutes:

Cryptid Description:

- Players receive clues to locate the cryptid.
- The search for hacks follows a clockwise direction.
- First two rounds must be of negative
- You must all put squares on a specific hex
- **Requirements for the Fourth Scrum:**
- The primary task is to fix the bugs we were having
- We also must add tooltips

Action Items:

4. **All team members:** Start brainstorming and designing the board structure based on hexagonal pieces.
5. **We shall distribute tasks** accordingly

- SECOND MEETING

Minutes of the Cryptid Web App Scrum Meeting

- **Date:** 16 May, 2024 **Venue:** Discord

Organizer: our group

Attendees: Siphelele Mthethwa

- Massamba Mphalala
- Mukhathutsheli Ndou
- Kananelo Rampele
- Muthuphei Mukhunyedzi
- Mbedzi Ritanzwe

Agenda:

1.What have we done so far

2.WHAT we have to do next **3,What the client want.**

Minutes:

WHAT HAVE WE DONE SO FAR

We have made the board accessible for players.players can make their own board configurations ,Players can login using google .players now can hover over the tooltips

What we have to do next

What we have to do next is implement more the rules of the game .We also need to implement instructions . We also need to functional lobbies

- THIRD MEETING

Minutes of the Cryptid Web App Scrum Meeting

- **Date:** 19 May, 2024

Venue: campus central

Organizer: our group

Attendees: Siphelele Mthethwa

Massamba Mphalala

- Mukhathutsheli Ndou
- Kananelo Rampele
- Muthuphei Mukhunyedzi
- Mbedzi Ritanzwe

Agenda:

1.progress discussion

Minutes:

Played Fifa just to release stress from doing the project and not sleeping.

Siphelele ,Massamba and Mukhunyedzi presented the part of the code they were working on

Roles were assigned for the next thing

The design we want was also discussed

Role assigning:

Mukhathutshela Ndou, Kananelo Rampele and Mbedzi Ritanzwe are responsible for the theory part of the project and Muthuphei

Mukhunyedzi, Massamba Maphalala and Sphelele Mthethwa are responsible for coding the board, Mukhathutsheli WILL assist with oauth .

Tools to use:

Jest and continue using taiga and github. But on jest we will test few code as most of them are about DOM elements and UI features

• FOURTH MEETING

Minutes of the Cryptid Web App Scrum Meeting

- **Date:** May 20, 2024

Venue: campus central

Organizer: our group

Attendees: Siphelele Mthethwa

Massamba Mphalala

- Mukhathutsheli Ndou
- Kananelo Rampele
- Muthuphei Mukhunyedzi
- Mbedzi Ritanzwe

Agenda:

What have we completed so far **Minutes:**
.Massamba showed the design through draw.io and what is left in the design.
we tested the website by engaging and playing.
We found some bugs that we will fix.

What have we completed so far

For theory part we have successfully created for user stories,Uml diagrams and for coding part we have successfully created a more interactive board.

- FIFTH MEETING

Minutes of the Cryptid Web App Scrum Meeting

DATE: 21 May 2024

VENUE: Discord

ORGANIZER: Our group

ATTENDEES: • Sophelele Mthethwa

- Massamba Maphalala
- Mukhathutsheli Ndou
- Kananelo Rampele
- Muthuphei Mukhanyeledzi
- Mbedzi Ritanzwe

AGENDA:

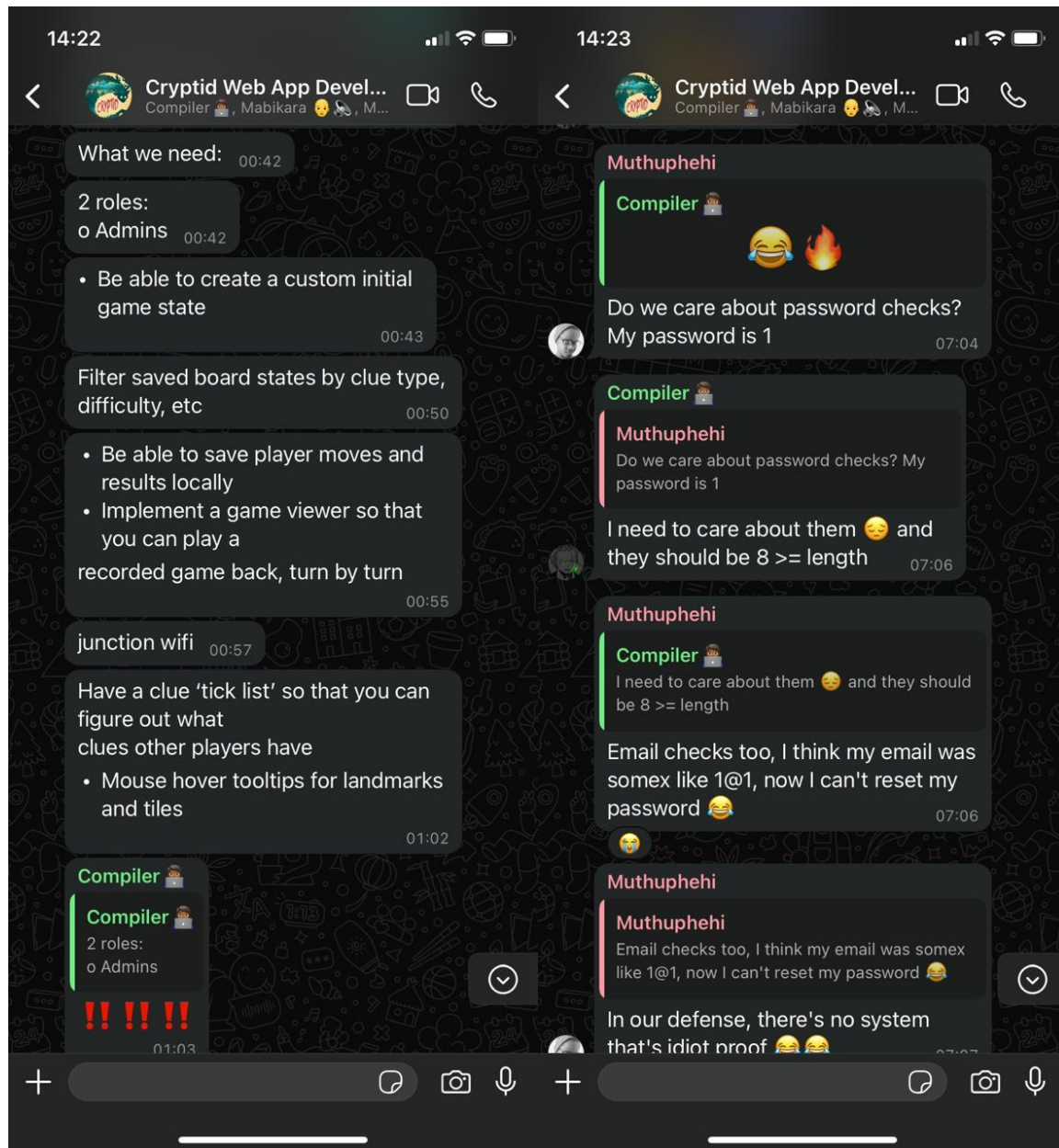
1. What more we still need to do

MINUTES:

1. What more we still have to do

- Be able to save player moves and results locally
- Implement a game viewer so that you can play a recorded game back, turn by turn
- Have a clue 'tick list' so that you can figure out what clues other players have
- Mouse hover tooltips for landmarks and tiles

DAILY CONVERSATIONS



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End-to-end encrypted



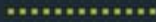
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