Minutes of Meetings

Name: Vsevolod Ivanov Student ID: 40004286 Team PK-A

12 February 2020

Iteration 2

Date: 12 February 2020 **Start Time:** 19:15 **End Time:** 21:00

Who: Tiffany Ah King, Isabelle Charette, Brian Gamboc-Javiniar, Vsevolod Ivanov, Chang Liu, Nolan Mckay, Nalveer Moocheet, Hoang Thuan Pham, Audrey-Laure St-

Louis, Jia Ming Wei Where: H-831

Agenda topics discussed:

- (1) Define the new Documentation to write
- (2) Define the new features of Use Cases to develop
- (3) Discuss the QAs test plan to ensure TDD and coverage
- (4) Align the team towards the same goal
- (5) Discuss any issues involving the entire team

Alternatives presented:

(1) Code first continuation to avoid DB by the use of class Serializer of existing code **Solutions agreed upon:**

- (1) Documenters and QAs did not raise any concern about DB, we went further with it **Assignments made and accepted:**
- (1) Vsevolod will be the Organizer acting as a facilator and suggesting technologies
- (2) Nolah will setup sqlite DB with their tables layout for load/save game use cases
- (3) Brian will write the DB API connected to the MVC for load/save game use cases
- (4) Tifany and Nalveer will oversee the sqlite QA entirely
- (5) Hoang will write the restart/load/save game use case as well as adjust the UI for them
- (6) Chang will perform the QA on Hoang parts

Deadlines:

- (1) MVC Diagram and Documentation V1 19 February 2020;
- (2) Database delivery with API and Documentation V2 26 February 2020;
- (3) Demo, Documentation V3, Tests and Integration March 4 2020;
- (4) UI Integration 11 March 2020.
- (5) Submission 15 March 2020 at 21:59.

Follow-up actions: The timeline for iteration 2 is clear. Use cases and tasks are assigned to coders, QAs and two documenters on everything.

	Task	Progress Status
1	Suggest technological alternatives	done
$\parallel 2$	SQlite database	in progress
3	SQlite database API	in progress
4	Database QA from our MVC code base	in progress
5	Retart game, UI for load/save game	in progress
6	QA of restart/load/save game controller etc., modular components	in progress

Table 1: Follow-up

Date: XX February 2020

Start Time: 19:15 End Time: 21:00

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Agenda topics discussed: Alternatives presented: Solutions agreed upon:

Assignments made and accepted:

Deadlines:

Follow-up actions: