Diary

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Team PJ-A

10 February 2019

Iteration 1

Meeting 1

Date: Wednesday 16-01-2019
Start Time: 9:20 pm
End Time: 11:10 pm
Who: Annes Cherid, Souheil Al-Awar, David Boivin, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Karim Loulou, Kevin McAllister, Yogesh Nimbhorkar
Where: Lab H-907

Activities:

- Got to know each other a little bit;

- I created/linked my accounts of Slack and Github;

- Tested a commit;

- Took notes and created the meeting document of what everything happened and what we all did, uploaded that document into Slack and Github;

- We gave each others tips on what and how we code and what should we implement;

- Made sure everyone has linked his Slack account with Github;

- Was very vocal on Slack to check if everybody needs anything or everybody knows what to do.

Outcomes:

- Documented the meeting and pushed it into Github;

- I am in the Organizer's group;

- Made a team schedule (using Doodle) for the team to ask if we want to meet before 9:30pm since it is late and some of us live far from the university. We all agreed that we would meet from 8:30pm to 10:00pm;

- Contacted the absentees, I messaged Robert Laviolette, Yassine Laaroussi, Benson Chan through Moodle to make first contact with them and let them know what we did so far;

- We made the subgroups for the first increment.

Documenter's Meeting 1

Date: Tuesday 22-01-2019
Start Time: 4:10 pm
End Time: 5:00 pm
Who: Annes Cherid, Souheil Al-Awar, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Ke Ma, Robert Laviolette
Where: Lab H-837

Activities:

- I explained the project and the task overall for increment 1 for the Documenters;

- I explained how to upload a file and make a pull request.

- I posted a doodle link (https://doodle.com/poll/x5ci3a3p5zkfmi2d) if people want to meet up before 9:30pm on Wednesdays since it will leave us an early exit to those who find it taxing to stay as late as 11. Plus we can stay later if we need more time in the meeting.

- I explained where the GameStructure file is, its content and how the documenters may use it for their work. I also showed where Kevin posted the .java classes;

- Took notes and created the meeting document of what everything happened and what we all did, uploaded that document into Slack and Github;

- Watched the video on Codenames to explain Robert how the game works;

- Was very vocal on Slack to check if everybody needs anything or everybody knows what to do. Ask regularly if the subgroups need a team meeting;

- I explained to the team what is needed to do. A requirements document. Showed where the teacher posted a template of the requirements document which is a LaTex file.

Outcomes:

- We talked about LaTex and how we should start our work;

- Included in the document what the Documenters should do before next meeting.

- Documented the meeting and pushed it into Github;

Meeting 2

Date: Wednesday 23-01-2019
Start Time: 8:30 pm
End Time: 10:15 pm
Who: Annes Cherid, Souheil Al-Awar, David Boivin, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Karim Loulou, Kevin McAllister, Yogesh Nimbhorkar, Ke Ma, Robert Laviolette, Benson Chan;
Where: Lab H-907

Activities:

- Took notes and created the meeting document of what everything happened and what we all did, uploaded that document into Slack and Github;

- At 9:45pm, I took the team together and talked about the Iteration due date and the Demo due date. Due date for the Increment 1 is Feb 10th and demo is Feb 7th. Made sure everybody is on the same page. We cleared out what the documenters need from the coders. We talked about JUnit and the coders will take care of it later on when the code will be ready to operate. The documenters heard how the coders plan to implement their assigned use case.

- Was very vocal on Slack to check if everybody needs anything or everybody knows what to do. Ask regularly if the subgroups need a team meeting;

Meeting 3

Date: Wednesday 30-01-2019
Start Time: 8:36 pm
End Time: 10:10 pm
Who: Annes Cherid, Souheil Al-Awar, David Boivin, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Karim Loulou, Kevin McAllister, Ke Ma, Robert Laviolette;
Where: Lab H-907

Activities:

- Took notes and created the meeting document of what everything happened and what we all did, uploaded that document into Slack and Github;

- Was very vocal on Slack to check if everybody needs anything or everybody knows what to do. Ask regularly if the subgroups need a team meeting;

- TA came to us for a pre-demo;

- At 9:40pm, I took the team together and talked about the Iteration due date and the Demo due date. We have presented our work of the system for iteration 1 to the TA. The team meeting reviewed what needs to be done over the next week to get the application ready for submission; the team should review status of the document, and review the timeline overall for iteration 1, assigned tasks and deadlines, for both the software and the document to be ready for submission. There will be a team meeting for the documenters on Tuesday 5th Feb. @4:00pm.

Documenter's Meeting 2

Date: Tuesday 05-02-2019
Start Time: 4:10 pm
End Time: 5:05 pm
Who: Annes Cherid, Souheil Al-Awar,Benson Chan, Carl Neil Cortes-Nazareth, Gaoshuo Cui, Ke Ma, Robert Laviolette(available online), Karim Loulou, Kevin McAllister
Where: Lab H-837

Activities:

- I showed and explained to the documenters the game with GUI support;

- I went throught each of the documenters and asked them what is missing from their part and if they need anything in order to complete their task;

- I showed Kevin how to use LaTex and create an account.

- Talked to Souheil about the domain model and what description he needs to add.

- I talked to Gaoshuo about the use case and what he should also include in the diagram.

- I mentionned to Carl what he could also include in the alternate path in his use case.

Outcomes:

- The documenters were finishing up their work after the meeting, everything was going well;

- Documented the meeting and pushed it into Github;

Individual Work

Date: January 17,23,24,31 and February 5,6,7
Time Spent: 12.5 Hours
Who: Annes Cherid
Where: Home

Activities:

- Documenting the meetings including topics for instance what we talked about, what we need to do, what has been discussed and what has been done;

- Work on personal diary, convert it into LaTex code;

- Work on group diary, convert the documents into LaTex code;

- Communicate online via Slack, setup meeting times and location, answering questions related to the project and making sure everybody has a part and is working on the project.

Outcomes:

- Personal and Group Diary ready;