

## Group 11 Scrum Meeting Summary

### Thursday 31<sup>st</sup> March 2022 – 16:30 – Microsoft Teams Meeting

The following group members attended this meeting:

Richard Clark (RC)	Maeve Higgins (MH)	Jamie Larkin (JL)	Robbie Nolan (RN)	Oisin Carlin (OC)
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#### **Pick Up from Last Meeting**

- Team members were working towards the GitLab milestones with the aim of completing an initial version of all code, documents, and diagrams by the 4<sup>th</sup> of April

#### **Blockers**

- Text to Speech will cause an exception if the classpath to the enclosed freeTTS package is not set correctly. The classpath gets overwritten each time a different team member pushes their local repo to main. The fix identified is to manually set the classpath in Eclipse when a new version of the project is pulled from GitLab and the team member wants to run the program.

#### **Progress Made from Last Meeting**

- MH fully implemented messages in classes
- MH added a Display All Systems method to minimise confusion of what systems the player has to purchase to progress in their game
- RN committed GameOver and TradeElement Sequence Diagrams to main
- RN committed Acceptance Plan document to main
- RC added Element Names, Development Info and Epilogue to classes
- RC committed RandomEvents Sequence Diagram to main
- OC committed PassGo and DisplayPlayerInfo Sequence Diagrams to main
- OC committed StateOfPlay test class to main
- JL committed PlayerManager test class to main
- GOAL 2 from previous Scrum meeting: 'work towards completion of 'ArtemisLite with Extra Optional Functionality' milestone' is now complete

#### **Team Goals for Next Meeting**

- GOAL 1 – Work towards completion of 'ArtemisLite with Essential Requirments' milestone
- GOAL 2 – Work towards completion of 'Project Completed' milestone
- GOAL 3 – Continue to bug test the game
- GOAL 4 – Soft deadline on Monday 4<sup>th</sup> April for all code, diagrams, and documents
- GOAL 5 – Check info in Sequence Diagrams match Use Case Descriptions/Flow of Events

#### **How Close is the Team to these Goals?**

- GOAL 1 – Only a few Sequence Diagrams and test classes are ongoing, goal should be complete by the 4<sup>th</sup> of April
- GOAL 2 – Team members are currently working on required documents for the completion of the project
- GOAL 3 – Team members should continue playing the game to find bugs as final development is in progress
- GOAL 4 – Team members should have a completed version of any ongoing work by this date. Any problems experienced should be raised as soon as possible
- GOAL 5 – Sequence Diagrams are nearing completion; team members should check their diagrams info again the Use Case Descriptions/ Flow of Events to identify any mismatches

#### **Team Member Specific Actions Planned for Next Meeting**

- Team members should complete their personals statements by Thursday 7<sup>th</sup> April
- JL to complete a Network Analysis Diagram
- JL asked RC to complete Serialization test class