

Group 11 Scrum Meeting Summary

Thursday 10th March 2022 – 14:30 – Microsoft Teams Call

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 to commit remaining test classes to main

Blockers

- Bug found – expected behaviour is that an invalid user input will return an error message printed to console in red to differentiate from black text. Currently these error messages are being printed in the wrong order. `<System.err.println>` seems to be causing this issue as it is rectified by replacing with `<System.out.println>`

Progress Made from Last Meeting

- MH updated Initialise Game Sequence Diagram
- MH updates Player, StartSquare and Element classes
- MH committed Square test class to main
- MH fixed getInt bug (explained in blockers in Scrum summary from 08.03.22)
- RC committed RandomEvents, Game, DevelopmentInfo, DevelopmentInfoManager test classes to main
- RC added Display All Menu, Saving and Restoring Game features to existing classes
- RC committed a Develop Element Sequence Diagram to main
- RC updated Game and RandomEvents test classes
- OC committed ElementSystem and Board test classes to main

Team Goals for Next Meeting

- GOAL 1 – Work towards completion of 'ArtemisLite with Essential Requirements' milestone
- GOAL 2 – Work towards completion of 'ArtemisLite with Extra Optional Functionality' milestone
- GOAL 3 – Complete test classes of classes on main
- GOAL 4 – Complete all Sequence Diagrams by the 17th of March
- GOAL 5 – All code to be finalised by the 28th of March
- GOAL 6 – Bug test and stress test updated version of the game

How Close is the Team to these Goals?

- GOAL 1 – Most test classes are either ongoing or have been completed, completion of the final versions of the Sequence Diagrams is currently ongoing
- GOAL 2 – Some extra functionality has been implemented by RC, team should focus on completed tasks that they have been assigned to for completion of GOAL 1
- GOAL 3 – Completion will be reached soon, this will allow GOAL 1 to be completed
- GOAL 4 – All initial sequence diagrams have been committed, Final revisions to these are currently ongoing
- GOAL 5 – Game is currently progressing. Code should be finalised by this date to allow for any last revisions of the report, diagrams, and documents for submission
- GOAL 6 – Some bugs have been found in the previous versions of the game. Team members should be playing the game as changes are made to find potential newly created bugs

Team Member Specific Actions Planned for Next Meeting

- MH has created two new issues on the issue board, team members can choose to assign themselves to them if they wish