

CSC7053 Software Engineering Project – Artemis Lite

Group 11 – Meeting Minutes

Tuesday 18th January 2022 – 16:15 – Microsoft Teams Call

The following team members were present:

Richard Clarke (RC)
Maeve Higgins (MH)
Jamie Larkin (JL)
Robbie Nolan (RN)
Oisin Carlin (OC)

Task Reporting *(Summary of the progress of each team member in the last week)*

General Team Tasks

- MH created a Microsoft Teams group for communications and document/resource sharing.
- We decided as a group to assign roles to team members:
 - Each team member will take on the roles of Developer and Tester.
 - RC and MH will become Project Managers.
 - JL will document the minutes of our group meetings.
 - Additional roles may be added and assigned as the project progresses.
- No further tasks were reported as this was our first group meeting.

Actions Planned *(Summary of the actions required of each team member for the next week)*

General Team Actions

- Write an individual project requirements list with the plan of discussing and collaborating to create a group project requirements list at the next meeting.
- Learn and practice how to use UML and Case Diagrams.
- Think about ideas for the game's design such as the different systems and elements required. This is currently low priority but will be needed as progress is made.
- No further or individual actions as we are at the beginning of the project.

CSC7053 Software Engineering Project – Artemis Lite

Group 11 – Meeting Minutes

Monday 24th January 2022 – 16:00 – Microsoft Teams Call

The following team members were present:

Richard Clarke (RC)
Maeve Higgins (MH)
Jamie Larkin (JL)
Robbie Nolan (RN)
Oisin Carlin (OC)

Task Reporting *(Summary of the progress of each team member in the last week)*

General Team Tasks

- Project Requirements and flow of events list:
 - Team members have focused on writing out requirements for project.
 - In the meeting, led by MH, we discussed each other's ideas and created a universal requirements list and, a flow of events list that group members will work from.
 - Lists are attached in Appendix 1.

Richard Clarke (Project Manager, Developer, Tester)

- RC has drafted an early Use Case/ UML diagram in draw.io and has written a requirements list.

Maeve Higgins (Project Manager, Developer, Tester)

- MH has written a main requirement and a flow of events list.

Jamie Larkin (Developer, Tester)

- JL has written game design ideas, however, has not uploaded to teams.

Robbie Nolan (Developer, Tester)

- RN has written early use case descriptions and flow of events in the table format.

Oisin Carlin (Developer, Tester)

- OC has written a requirements list and a group progress table summarising from the project brief.

Actions Planned *(Summary of the actions required of each team member for the next week)*

General Team Actions

- MH has assigned each team member three events from the flow of events list to write use cases on for next week's meeting.
- Team members are also going to discuss some questions in our advisory meeting on Tuesday.

Richard Clarke (Project Manager, Developer, Tester)

- RC has been assigned events 13-15.

Maeve Higgins (Project Manager, Developer, Tester)

- MH has been assigned events 10-12.

Jamie Larkin (Developer, Tester)

- JL has been assigned events 7-9.

Robbie Nolan (Developer, Tester)

- RN has been assigned events 1-3.

Oisin Carlin (Developer, Tester)

- OC has been assigned events 4-6.

Additional Notes

None

CSC7053 Software Engineering Project – Artemis Lite

Group 11 – Meeting Minutes

Thursday 3rd February 2022 – 16:30 – Microsoft Teams Call

The following team members were present:

Richard Clarke (RC)
Maeve Higgins (MH)
Jamie Larkin (JL)
Robbie Nolan (RN)
Oisin Carlin (OC)

Task Reporting *(Summary of the progress of each team member in the last week)*

General Team Tasks

- Led by MH, group members discussed each other's use case descriptions and MH's use case diagram in the meeting.

Richard Clarke (Project Manager, Developer, Tester)

- RC has written a use case description on flow of events 13-15.

Maeve Higgins (Project Manager, Developer, Tester)

- MH has written a use case description on flow of events 10-12.
- MH has designed an initial use case diagram on draw.io.

Jamie Larkin (Developer, Tester)

- JL has written a use case description on flow of events 7-9.

Robbie Nolan (Developer, Tester)

- RN has written a use case description on flow of events 1-3.

Oisin Carlin (Developer, Tester)

- OC has written a use case description on flow of events 4-6.

Actions Planned *(Summary of the actions required of each team member for the next week)*

General Team Actions

- Finalise and review use case descriptions.
- Start to write up sequence diagrams.

Richard Clarke (Project Manager, Developer, Tester)

- RC will review MH's revised version of the use case descriptions.

Maeve Higgins (Project Manager, Developer, Tester)

- MH will edit and reformat the use case descriptions discussed in this meeting.

Jamie Larkin (Developer, Tester)

- JL will produce a sequence diagram of the flow of events 7-9.

Robbie Nolan (Developer, Tester)

- RN will work with OC to produce a sequence diagram of the flow of events 1-6.

Oisin Carlin (Developer, Tester)

- OC will work with RN to produce a sequence diagram of the flow of events 1-6.

Additional Notes

- None

CSC7053 Software Engineering Project – Artemis Lite

Group 11 – Meeting Minutes

Thursday 10th February 2022 – 16:00 – Microsoft Teams Call

The following team members were present:

Richard Clarke (RC)
Maeve Higgins (MH)
Jamie Larkin (JL)
Robbie Nolan (RN)
Oisin Carlin (OC)

Task Reporting *(Summary of the progress of each team member in the last week)*

General Team Tasks

- Use case descriptions have been finalised.
- Team members completed initial versions of the sequence diagrams.

Richard Clarke (Project Manager, Developer, Tester)

- RC reviewed the MH's version of use case descriptions.
- RC has written up Artemis research for the game's design.

Maeve Higgins (Project Manager, Developer, Tester)

- MH edited and finalised the use case descriptions to create a final version to work from.
- MH completed an initial use case diagram.

Jamie Larkin (Developer, Tester)

- JL completed initial sequence diagrams of the flow of events 7-9.

Robbie Nolan (Developer, Tester)

- RN completed initial sequence diagrams of the flow of events 1-3.

Oisin Carlin (Developer, Tester)

- OC completed initial sequence diagrams of the flow of events 4-6.

Actions Planned *(Summary of the actions required of each team member for the next week)*

General Team Actions

- Team members are to complete sequence diagrams on assigned events. MH created groups of events that were related to each other, and these groups were assigned to each team member via a random number generator.
- Team members can start to develop classes.

Richard Clarke (Project Manager, Developer, Tester)

- RC to create sequence diagrams on events:
 - Enter Number of Players
 - Enter Player Names

- Trade Elements

Maeve Higgins (Project Manager, Developer, Tester)

- MH to create sequence diagrams on events:
 - Pay Rent
 - Bankrupt Player
 - Free Parking

Jamie Larkin (Developer, Tester)

- JL to create sequence diagrams on events:
 - Display State of Play
 - Launch Artemis
 - Quit Game

Robbie Nolan (Developer, Tester)

- RN to create sequence diagrams on events:
 - Roll Dice
 - Move
 - Switch Turns

Oisin Carlin (Developer, Tester)

- OC to create sequence diagrams on events:
 - Purchase Elements
 - Develop Elements
 - Pass Go

Additional Notes

- None

CSC7053 Software Engineering Project – Artemis Lite

Group 11 – Meeting Minutes

Thursday 17th February 2022 – 16:00 – Microsoft Teams Call

The following team members were present:

Richard Clarke (RC)
Maeve Higgins (MH)
Jamie Larkin (JL)
Robbie Nolan (RN)
Oisin Carlin (OC)

Task Reporting *(Summary of the progress of each team member in the last week)*

General Team Tasks

- Team members created initial sequence diagrams.

Richard Clarke (Project Manager, Developer, Tester)

- RC coded initial versions of parts the game.

Maeve Higgins (Project Manager, Developer, Tester)

- MH created a use case diagram.

Jamie Larkin (Developer, Tester)

- JL created sequence diagrams.

Robbie Nolan (Developer, Tester)

- RN created sequence diagrams.

Oisin Carlin (Developer, Tester)

- OC created sequence diagrams.

Actions Planned *(Summary of the actions required of each team member for the next week)*

General Team Actions

- Not very many actions were planned for next week as it is reading week.
- Team members should setup Gitlab and get it working by the next group meeting.
- Team members can branch the code.

Richard Clarke (Project Manager, Developer, Tester)

- RC will continue to work on his code.

Maeve Higgins (Project Manager, Developer, Tester)

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Jamie Larkin (Developer, Tester)

- JL will make a design for the board.

Robbie Nolan (Developer, Tester)

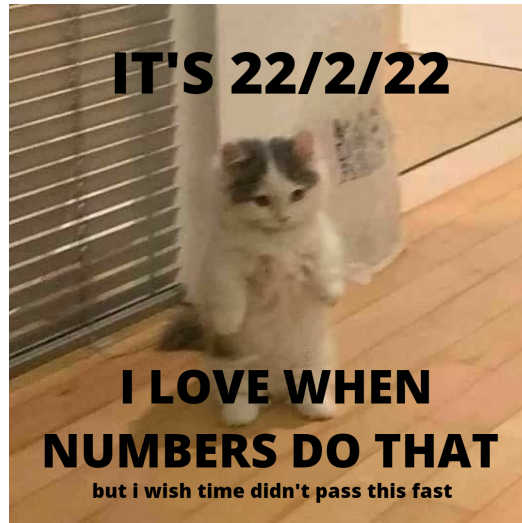
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Oisin Carlin (Developer, Tester)

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Additional Notes

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The following team members were present:

Richard Clarke (RC)
Maeve Higgins (MH)
Jamie Larkin (JL)
Robbie Nolan (RN)
Oisin Carlin (OC)

Task Reporting *(Summary of the progress of each team member in the last week)*

General Team Tasks

- Ongoing code development.

Richard Clarke (Project Manager, Developer, Tester)

- RC has written up an initial class diagram.

Maeve Higgins (Project Manager, Developer, Tester)

- MH has written up an initial class diagram. This will be used for the project.
- MH has created a UserInput class.

Jamie Larkin (Developer, Tester)

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Robbie Nolan (Developer, Tester)

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Oisin Carlin (Developer, Tester)

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Actions Planned *(Summary of the actions required of each team member for the next week)*

General Team Actions

- MH has added issues to Gitlab.
- Team members to complete assigned classes based on MH's class diagram for next meeting.

Richard Clarke (Project Manager, Developer, Tester)

- RC to complete Game and GameManager classes.

Maeve Higgins (Project Manager, Developer, Tester)

- MH to complete StartSquare, Element and Square classes.

Jamie Larkin (Developer, Tester)

- JL to complete PlayerManager and Player classes.

Robbie Nolan (Developer, Tester)

- RN to complete Roller and Dice classes.

Oisin Carlin (Developer, Tester)

- OC to complete ElementSystem and Board classes.

Additional Notes

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Group 11 Scrum Meeting Summary
Thursday 17th February 2022 – 16:00 – 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 have created initial sequence diagrams
- Some programming has commenced

Blockers

- None at this time of meeting

Progress Made from Last Meeting

- Team members have created their assigned sequence diagrams
- RC has coded initial parts of the game
- MH has created an initial Use Case Diagram

Team Goals for Next Meeting

- GOAL 1 – Aim to being coding the next week
- GOAL 2 – Team members should be successfully set up on GitLab

How Close is the Team to these Goals?

- GOAL 1 – Some team members are not setup on GitLab however code can be shared through Microsoft Teams
- GOAL 2 – All teams members should have GitLab set up and working by the next meeting

Team Member Specific Actions Planned for Next Meeting

- RC to continue to work on his code
- JL will make a design for the gameboard

Group 11 Scrum Meeting Summary
Tuesday 22nd February 2022 – 15:00 – 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 are now successfully set up on GitLab and have a working set up
- Main branch has been updated

Blockers

- None at this time.

Progress Made from Last Meeting

- Team members have successfully set up GitLab and can see the team project. They have also tested creating branches from main and creating merge requests. RC and MH to be assigned as reviewers merge requests.
- RC and MH have each written up an initial Class Diagram. They have been combined into one version that will be used as the project progresses.
- MH has committed a UserInput class to main

Team Goals for Next Meeting

- GOAL 1 – Aim to fulfil the 'Basic Classes Completed' milestone

How Close is the Team to these Goals?

- GOAL 1 – Team members will complete classes based on the Class Diagram that has been completed

Team Member Specific Actions Planned for Next Meeting

- Team members have been assigned classes via a random generator to complete:
- RC to complete Game and Game Manager classes
- MH to complete StartSquare, Element and Square classes
- JL to complete PlayerManager and Player classes
- RN to complete Roller and Dice classes
- OC to complete ElementSystem and Board classes

Group 11 Scrum Meeting Summary

Tuesday 1st March 2022 – 14:00 – EECS Labs

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 to complete classes assigned to them

Blockers

- None at this time

Progress Made from Last Meeting

- MH committed Square, StartSquare and Element classes to main
- RC committed Game and GameManager classes to main
- JL committed Player class to main. Asked MH to review PlayerManager class that was partially completed on branch
- RN committed Dice and Roller classes to main
- OC committed ElementSystem and Board classes to main

Team Goals for Next Meeting

- GOAL 1 – Aim to fulfil the 'Basic Classes Completed' milestone
- GOAL 2 – Get an initial version of the game working

How Close is the Team to these Goals?

- GOAL 1 – Team members have now committed most of these classes to main. Classes to be reviewed
- GOAL 2 – Some essential classes are missing from main. All essential classes should be committed and reviewed by next week

Team Member Specific Actions Planned for Next Meeting

- MH to review JL's branched PlayerManager class
- MH and RC review basic classes that have been committed to standardise name so that they work together
- JL to complete Game Board Visualisation for report
- RN to complete Message class

Group 11 Scrum Meeting Summary

Thursday 3rd March 2022 – 16:00 – 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

- Classes were to be reviewed and standardised, so they work together

Blockers

- None at this time, blockers are likely to be found from next meeting when the game is being bug tested

Progress Made from Last Meeting

- MH and RC reviewed the classes that had previously been committed to main and changed some names of variables so that they are standardised across all classes and are in line with the Class Diagram
- MH merged fixed PlayerManager class to main
- MH committed ArtemisLiteSystem class to main which contained a main method to allow the game to be played
- MH committed an initial version of the Initialise Game Sequence Diagram to main
- RN committed the Message class and a document containing an initial version of the game's rules to main
- RC added trading, developing, and quitting game features to Game class
- JL has drafted the game board visualisation, to be committed in the next couple of days
- The team goals of 'aim to fulfil the 'Basic Classes Completed' milestone' and 'get an initial version of the game working' have been completed
- Basic Classes Completed milestone on GitLab has been closed

Team Goals for Next Meeting

- GOAL 1 – Work towards completion of 'ArtemisLite with Essential Requirments' milestone
- GOAL 2 – Complete test classes of classes on main
- GOAL 3 – Initial version of the game to be bug tested and stress tested

How Close is the Team to these Goals?

- GOAL 1 – Essential classes have been committed by team members, test classes to be complete over the next two weeks. Team members should make themselves aware of the project requirements document on Canvas
- GOAL 2 – Team members should assign themselves issues that have been created by MH on the issue board
- GOAL 3 – Classes required for the game to run have been committed to main, team members should play the game and try to break it to find potential bugs

Team Member Specific Actions Planned for Next Meeting

- No specific actions, team members should follow team goals

Group 11 Scrum Meeting Summary
Tuesday 8th March 2022 – 14:00 – EECS Labs

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 test classes to main
- Game to be tested to find bugs

Blockers

- Bug found – Game crashes when a word is entered by the user instead of a number when asked to enter the number of players

Progress Made from Last Meeting

- MH added Purchase Option, Rent Multiplier, Incorporated Messages and Bankrupt Check to Game class
- MH updated the Class Diagram
- RC committed RandomEvents, DevelopmentInfo and DevelopmentInfoManager to main
- RN committed Element, Player, Dice and StartSquare test classes to main
- JL committed Game Board Visualisation to main

Team Goals for Next Meeting

- GOAL 1 – Work towards completion of 'ArtemisLite with Essential Requirments' milestone
- GOAL 2 – Complete test classes of classes on main
- GOAL 3 – Initial version of the game to be bug tested and stress tested

How Close is the Team to these Goals?

- GOAL 1 – Essential classes have been completed with several test classes currently ongoing
- GOAL 2 – Some test classes have been committed by team members
- GOAL 3 – Team members should play the game and try to break it to find potential bugs. Any major bugs found will be added to blockers

Team Member Specific Actions Planned for Next Meeting

- Team members to complete issues that they have assigned themselves

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

Group 11 Scrum Meeting Summary

Thursday 24th March 2022 – 15:00 – 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 were working towards completing all of the required Sequence Diagrams and test classes with a view of nearing completion of the 'ArtemisLite with Essential Requirements' milestone

Blockers

- None raised at this meeting

Progress Made from Last Meeting

- MH added text to speech functionality to the game
- RN committed Game and RandomEvents test classes to main
- RN committed a Game Over Sequence Diagram to main

Team Goals for Next Meeting

- GOAL 1 – Work towards completion of 'ArtemisLite with Essential Requirments' milestone
- GOAL 2 – Work towards completion of 'ArtemisLite with Extra Optional Functionality' milestone
- GOAL 3 – Work towards completion of 'Project Completed' milestone
- GOAL 4 – Complete a version of all game code, tests, diagrams, and documents by the week beginning 4th April
- GOAL 5 – Continue to bug test the game

How Close is the Team to these Goals?

- GOAL 1 – Final revisions of test classes and Sequence Diagrams are ongoing, team is nearing completion of this goal
- GOAL 2 – This goal is currently complete, however is open until project enters final stages
- GOAL 3 – Team members are beginning to work on required documents for the completion of the project
- GOAL 4 – Final revisions are ongoing, week beginning 4th April will be for making any final changes to code, diagrams, and documents before submission
- GOAL 5 – 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

- RN to complete a Testing Acceptance Plan
- MH has opened issues for new Sequence Diagrams on GitLab, open to be assigned

Group 11 Scrum Meeting Summary

Thursday 31st 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 4th 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 4th 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 4th 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 7th April
- JL to complete a Network Analysis Diagram
- JL asked RC to complete Serialization test class

Group 11 Scrum Meeting Summary

Thursday 7th April 2022 – 14:30 – 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 to review and complete remaining documentation with a view of having a version completed by Monday 4th April

Blockers

- FreeTTS issue has been resolved. No additional issues were raised by team members

Progress Made from Last Meeting

- Team members completed their peer contribution scores and personal statements. Team members also assisted MH to complete documentation required for project submission
- MH compiled an initial version of the project report
- MH updated Initialise Game, Move, Element and Rent Sequence Diagrams
- MH updated Use Case Descriptions and Use Case Diagram
- MH updated RandomEvent and Bankrupt to fix bugs
- RC updated DevelopElement Sequence Diagram and added commentary
- RC implemented JL's board visualisation to be printed in the console
- JL committed the Network Analysis Diagram to main
- JL updated PlayerManager test class
- OC updated PassGo Sequence Diagram and added commentary
- RN updated GameOver and Trade Element Sequence Diagrams and added commentary
- GOAL 1 from previous Scrum meeting: 'work towards completion of 'ArtemisLite with Essential Requirements' milestone' is now complete
- GOAL 2 from previous Scrum meeting: 'work towards completion of 'Project Completed' milestone' is now complete
- GOAL 3 from previous Scrum meeting: 'continue to bug test the game' is now complete. Game has been extensively tested through playthrough and Junit testing. Code has been finalised.
- GOAL 4 from previous Scrum meeting: 'soft deadline on Monday 4th April for all code, diagrams, and documents' is now complete
- GOAL 5 from previous Scrum meeting: 'check info in Sequence Diagrams match Use Case Descriptions/Flow of Events' is now complete

Team Goals for Project Submission

- GOAL 1 – Project submission deadline is Monday 11th April. Project should be submitted before this date.
- GOAL 2 – Any outstanding work should be completed as soon as possible, and report should be finalised

How Close is the Team to these Goals?

- GOAL 1 – The project is nearing completion. The code and documentation have been finalised, very few tasks remain.
- GOAL 2 – The outstanding work that is for the final report and is nearing completion.

Team Member Specific Actions Planned for Next Meeting

- None at this time