

## Group 11 Scrum Meeting Summary

### Thursday 3<sup>rd</sup> 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