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)

Pick Up from Last Meeting
o   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
o   None raised at this meeting

Progress Made from Last Meeting
o   MH added text to speech functionality to the game
o   RN committed Game and RandomEvents test classes to main
o   RN committed a Game Over Sequence Diagram to main

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

How Close is the Team to these Goals?
o   GOAL 1 – Final revisions of test classes and Sequence Diagrams are ongoing, team is nearing completion of this goal
o   GOAL 2 – This goal is currently complete, however is open until project enters final stages
o   GOAL 3 – Team members are beginning to work on required documents for the completion of the project
o   GOAL 4 – Final revisions are ongoing, week beginning 4th April will be for making any final changes to code, diagrams, and documents before submission
o   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
o   RN to complete a Testing Acceptance Plan
o   MH has opened issues for new Sequence Diagrams on GitLab, open to be assigned