

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