

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