

**Group 11 Scrum Meeting Summary**  
**Tuesday 8<sup>th</sup> 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