

## Group 11 Scrum Meeting Summary

Tuesday 1<sup>st</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 were to complete classes assigned to them

### **Blockers**

- None at this time

### **Progress Made from Last Meeting**

- MH committed Square, StartSquare and Element classes to main
- RC committed Game and GameManager classes to main
- JL committed Player class to main. Asked MH to review PlayerManager class that was partially completed on branch
- RN committed Dice and Roller classes to main
- OC committed ElementSystem and Board classes to main

### **Team Goals for Next Meeting**

- GOAL 1 – Aim to fulfil the 'Basic Classes Completed' milestone
- GOAL 2 – Get an initial version of the game working

### **How Close is the Team to these Goals?**

- GOAL 1 – Team members have now committed most of these classes to main. Classes to be reviewed
- GOAL 2 – Some essential classes are missing from main. All essential classes should be committed and reviewed by next week

### **Team Member Specific Actions Planned for Next Meeting**

- MH to review JL's branched PlayerManager class
- MH and RC review basic classes that have been committed to standardise name so that they work together
- JL to complete Game Board Visualisation for report
- RN to complete Message class