**Minute Notes from Client Meeting on 26/01/2022, 11 AM**

**11:01**- Meeting Starts; Ellie, Ben and Bilal present.

**11:04**- Questions from Ben, Bilal takes meeting notes, Ellie takes minute notes.

**11:07**- Chetan arrives.

**11:09**- Amrit arrives.

**11:13**- Subhaan arrives.

**11:17**- Discussion about user stories 1,2,3,4,5 and 6.

**11:26**- Further Questions.

**11:28**- Summary of meeting with order of the system and client requests.

**11:30**- End of meeting.

**Group Meeting on 26/01/2022, 12-1 PM**

* Group discusses and asssigns user stories
* Group decides on what software to use (chose python Tkinter)
* Discussion about on what product what we are going to create
* Chose to go with a fun game that resembles ungrading
* Briefly go over DoD again and make sure everyone in the group is clear of what they need to do and is happy
* Discuss any potential issues
* Schedule next meeting

**Group Meeting on 01/02/2022, 12-2 PM**

* Checked up on progress
* Discussed any issues
* Prepared for the client meeting
* Drafted questions for the client

**Group Meeting on 08/02/2022, 12-2 PM**

* Recorded the demo
* Updated the scrum board
* Checked up on progress
* Check If the group need any help
* Prepared for the meeting/discussed questions to ask the client

**Group Meeting on 09/02/2022, 12-2 PM**

* Changed Scrum Master
* Discussed how client meeting went
* Acted upon feedback so we changed the Dod,
* Conducted peer review
* Reviewed user stories, weighted them and ordered them in terms of priority.

**Group Meeting on 16/02/2022, 2-4 PM**

* Talked about, how the original user story is working for everyone.
* We talked about how everyone has done their part, and what they need to get it finished.
* We talked how one of our group partner not able to attend meeting.
* We looked at Bilal’s Grade calculator. We also looked at his code, how it is working. What are the thing he need to change to get it working.
* We heard chetans idea, how he wants to add fun part and variety of features to make it more interactive.
* We had some confusion, where the main menu should be and what buttons should it have.
* We discussed how to implement new features in the simulator.
* We have disccused what question needs to be asked to the client.
* Talked about how skill level would increase