

Phase 1 Meeting Minutes

Date	Topics Discussed	Attendees
09/19/2025	Project kickoff meeting. Clarified overall project scope, agreed on Blackjack as the game focus, and reviewed initial goals for the SRS document. Assigned roles for documenting requirements, use cases, and diagrams.	Samuel, Blake, Rahul
09/22/2025	Drafted the Purpose section of the SRS. Defined high-level functionality: player account management, betting system, and game flow. Decided to split requirements into functional and non-functional categories.	Samuel, Blake, Rahul
09/23/2025	Identified and documented core requirements such as login, registration, fund management, and table handling. Discussed how these requirements map to system actors (Player, Dealer, Admin). Started early brainstorming for account security requirements.	Samuel, Blake, Rahul
09/26/2025	Expanded on functional requirements for game flow. Defined Player and Dealer responsibilities. Discussed what to include in the use case diagrams and how they represent user interactions with the system. Considered table management and session handling as supporting features.	Samuel, Blake, Rahul
09/29/2025	Developed a preliminary use case list (login, account creation, place bet, play hand, manage table, manage deck). Mapped use cases to system requirements. Talked about adding exception flows (e.g., insufficient funds, invalid login).	Samuel, Blake, Rahul
09/30/2025	Drafted UML class diagrams for Player, Dealer, and Deck. Clarified relationships (e.g., Dealer controls Deck, Player interacts with Table). Discussed what attributes and methods each class should include and how they tie into the requirements. Discussed what to add to presentation	Samuel, Blake, Rahul
10/01/2025	Finalized six primary use cases with full specifications (actors, preconditions, postconditions, flows). Discussed how sequence diagrams represent step-by-step interactions for Place Bet, Play Hand, and Manage Table. Verified alignment between requirements and diagrams.	Samuel, Blake, Rahul
10/02/2025	Consolidated all deliverables into the SRS draft: requirements, use cases, UML diagrams, and meeting minutes. Reviewed consistency between the use case specifications and class diagrams. Prepared document for submission.	Samuel, Blake, Rahul

Phase 2 Meeting Minutes

Date	Topics Discussed	Attendees
10/6/2025	Began editing Use Cases and refining Class Diagrams for the Blackjack project. Discussed initial relationships between Client, Server, and Message classes.	Samuel, Blake, Rahul
10/8/2025	Continued refining Use Case flows and ensured alignment with enum structures (GameState, AccState, etc.). Established server–client communication model.	Samuel, Blake, Rahul
10/10/2025	Finalized Use Cases and Class Diagram structure. Confirmed responsibilities between the Server Side (logic) and Client Side (UI).	Samuel, Blake, Rahul
10/14/2025	Discussed and designed Card, Client, GUI, and Server classes. Defined how the Client connects to the Server and how the GUI updates from game state.	Samuel, Blake, Rahul
10/16/2025	Focused on Player, Dealer, and Deck classes. Outlined inheritance from Account, deck composition of Card, and dealer logic for round progression.	Samuel, Blake, Rahul
10/17/2025	Designed Menu, Client, and Message classes. Emphasized Menu navigation flow and serialization of Message objects for client–server communication.	Samuel, Blake, Rahul
10/20/2025	Worked on LoginManager, GameTable, Hand, and Shoe classes. Defined authentication flow and game state transitions (BETTING, DEALING, etc.).	Samuel, Blake, Rahul
10/22/2025	Reviewed integration of GameTable with Dealer and Player logic. Discussed synchronization between Server updates and Client GUI refresh.	Samuel, Blake, Rahul
10/24/2025	Finalized Account and Bet classes. Defined validation for bets, payout logic, and account balance updates. Completed initial back-end class architecture.	Samuel, Blake, Rahul
10/26/2025	Conducted code review of all server and client classes. Identified dependencies and outlined test plan for communication between layers.	Samuel, Blake, Rahul
10/28/2025	Worked on Final Slideshow draft. Added UML diagrams, design rationale, and sequence overview for presentation.	Samuel, Blake, Rahul
10/30/2025	Finalized Design Phase Presentation. Reviewed slides, polished visuals, and ensured alignment between diagrams, code structure, and documentation	Samuel, Blake, Rahul