

Software Engineering

Minutes of Meeting

Team 29

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Meeting 1 (2/2/2022)

Duration: 30 min (10.30 - 11am)

Topics of discussion: Unit 1 questions, analyzing the bowling alley project and how the team would approach the project.

Meeting 2 (4/2/2022)

Duration: 2 hours (6.30 - 8.30pm)

Topics of discussion: Worked as a team to identify code smells and propose solutions to improve the design. We had analyzed 21 classes out of the 29 classes.

Meeting 3 (8/2/2022)

Duration: 50 min (9-9.50 pm): Worked as a team to identify code smells and propose solutions to improve the design. We analyzed the remaining classes.

Meeting 4 (14/2/2022)

Duration: 1hour 50 min (9-10.50pm): Started Refactoring within classes to make them more cohesive. Such as, AddPartyView.java` the constructor is very large. Split it by creating methods.

Meeting 5 (15/2/2022)

Duration: 40 min (10-10.40pm): Discussed interclass refactoring and distributed work.

Meeting 6 (16/2/2022)

Duration: 1 hour (10-11pm): Reviewed the code changes made as per the discussion from the previous meeting.

Meeting 7 (17/2/2022)

Duration: 50 min (10-10.50pm): Pushed changes and observed the changes in metrics. Discussed further refactoring based on the new metrics.

Meeting 8 (18/2/2022)

Duration: 20 min (11.40-12am): Reviewed the code changes made from the previous meeting, discussed the documentation plan.

Meeting 9 (18/2/2022)

Duration: 30 min (10.15-10.45pm): Discussed potential to further refactor to improve the metrics. Started working on the documentation.

Meeting 10 (20/2/2022)

Duration: 1 hour (11am-12pm): Reviewed all the refactoring changes made, performed test cases on the bowling alley simulator to verify that changes do not break the code and also reviewed the documentation.