

Meeting log

Date/Time	Reason	Comments	Location
11/02/2014 17:00 - 18:00	Group Discussion Initial meeting	Discussed the project and our thoughts on it, and planned meeting times outside of the seminar. Cleared up confusion about the specification given.	Arundel 228
14/02/2014 12:00 - 16:00	Requirements Specification template created, and work started	<p>Researched requirements specifications for various similar subjects to see how they are put together, and what is expected in one. Also consulted the lecture slides to make sure we are sticking to what we have been told.</p> <p>We wrote out the preface of the document, and covered the required points such as the intended audience and the IEEE standard for the document we are using/following.</p> <p>The introduction of the document was also written out, covering the purpose, the scope, and an overview of the project.</p> <p>User Requirements Definitions were derived from the specification of the game we were given, and listed, these have not been referenced properly as of yet.</p>	Chichester 1, Lab 1
18/02/14 17:00 - 18:00	Group Discussion	Discussed a general outline for the project sections, to be used to generate a project plan document, and a Gantt chart, the sections of the remaining tasks will be handed out and assigned later on, currently a good idea to just work on it together, considering the size of the requirement specification document.	Arundel 228
25/02/2014 17:00 - 18:00	Group Discussion	<p>Created a to-do list in our shared google drive folder for the project, so that we can see what needs to be done for the rest of the project in its entirety. This will have new tasks added to it as we delegate a big task into smaller ones. The progress of each task can be seen by the colour coding used, and also any non-urgent comments about documents can be put here (Won't be maintained, but useful). This will be the hub to go to, to see what to do next if a team member finishes a task and needs something else to do.</p> <p>A changelog was also added to the shared folder, to</p>	Arundel 228

		<p>keep track of changes on each of the documents. Every change made to any of the text documents have to be signed off (with a date, a name, file changed, and brief description) by the person who made them, in here. Any missed changes, due to the changelog not being made at the start of the project, will also be added.</p> <p>The 'requirements specification' document has had the user requirements linked to the project specification appendix, which means you can see where we have derived them from.</p> <p>The other sections of the requirements specification have been assigned to a group member as such:</p> <ul style="list-style-type: none"> - System Architecture, Will - System Evolution, Waheed - System Model, Rob - System Requirements, Ben and Chris <p>This is just a guideline but once the first three listed above are finished, their respective group members will be helping on the System Requirements.</p>	
28/02/2014 12:00 - 16:00	Make progress on assigned task, with help of others.	Met up to check on individual progress, and to answer any questions we might be able to help each other with. Generally spent time working on our assigned tasks.	Chichester 1, Lab 1
04/03/2014 17:00 - 18:00	Group Discussion	We discussed whether we are happy with the quality of the documents we have produced, and after proof reading all the work, we decided it was time to piece together the whole of the Requirement Specification document and index it properly, this meant adding the index, contents, title page, and a glossary to the document.	Arundel 228
07/03/2014 12:00 - 16:00	Signing off the System Requirement Document	Added an index, a table of contents, a glossary, and a title page to the System Requirement document, which completes it.	Chichester 1, Lab 1
11/03/2014 17:00 - 18:00	Group Discussion	Having completed the Requirement Specification we discussed the high level design, and were able to talk in terms of the language we had decided upon using for our implementation, Java.	Arundel 228

		As of this meeting we have started the high level design document and have planned out all of the diagrams to be in the document.	
14/03/2014 12:00 - 16:00	Completing the high level design document	Having the basic layout of the document set-up by the diagrams we created, we sat down and finished the document, explaining what the diagrams meant, and why we chose to create them the way they are	Chichester 1, Lab 1
18/03/2014 17:00 - 18:00	Group Discussion	Started looking at low level design, realising this is essentially the hard part of the coding. If done properly the coding should be a breeze. Discussed ideas of how to adapt the diagrams from the high level design to the low level design, so it all flows naturally. Some ideas have been drawn up, and will be transferred over to the document.	Arundel 228
21/03/2014 12:00 - 16:00	Completing the low level design document	Almost the same process for the high level design, we had diagrams to work from, and the entire high level design document to help us, this document became quite straightforward to create.	Chichester 1, Lab 1
25/03/2014 17:00 - 18:00	Group Discussion	<p>The coding has been started, following very closely to the low level design document we have made. The design document is very useful, because it gives us a highly detailed template to work from.</p> <p>Realising how confusing the packaging of the code will be if not done properly has meant that we have put together another to-do list, exclusively for sections of code.</p> <p>Decisions have been made earlier that we will be using the Model-View-Controller approach to creating the game, and we decided as a group that the initial focus will be the view, so all focus of effort is on the GUI currently.</p>	Arundel 228
28/03/2014 12:00 - 16:00	Collaborative Coding	<p>Coding has continued, and the GUI has been completed.</p> <p>The next step is the model for the game, we will have a working simulation, which will then fit onto the GUI through the 'controller' section of the code. The controller is being developed incrementally along with the model, we are fitting it together as we build.</p>	Chichester 1, Lab 1
01/04/2014 17:00 - 18:00	Group Discussion	The code is finished, and the group is happy with the final outcome, everything seems to be working fine, but intensive testing will start from here on out.	Arundel 228

		We are using JUnit across GitHub, so we are building a large amount of tests. Debug text in the code is very useful, and we are patching problems as we go.	
04/04/2014 12:00 - 16:00 17:00 - 21:00	Test Creation	This meeting was dedicated to creating the best tests we could for the code we have. This means spending a lot of time fixing any errors we find, hence the longer meeting time.	Chichester 1, Lab 1
08/04/2014 17:00 - 18:00	Group Discussion	Started putting together the User Documentation for the game, since all the testing is finished.	Arundel 228
09/04/2014 09:00 - 11:00	Final Meeting	Finalised all documents and dumped them into the Git, linked it from the wiki.	Chichester 1, Lab 1