

Group 5: BlackJack

Nikola P., Celeste P., Santiago P., Quan P.

Phase 2 - Supplemental Documents

Meeting Minutes

Week of September 24:

- Date: September 27, 2023
- Duration: 30 minutes
- Everyone attended
- The meeting took place in Discord
- Talked about the upcoming presentations for next week
- Kept everyone updated on the progress of the slides
- Talked about the SRS Documents and important classes that we can include for the presentation next week.

Week of October 1:

- Date: October 3, 2023
- Duration: 30 minutes
- Everyone attended
- The meeting took place after class (10/3)
- Briefly talked about task assignments and what is required for Thursday's presentation.
- Each assigned what they will do for the next two days.
- Talked about some classes needed for the project.
- Talked about how we can do the Gantt chart
- Talked about when can we meet virtually or in person for the next coming weeks

Meeting Schedule - *This schedule is subject to change.*

Week of 1 October 2023

Goals:

- Finish up presentation slides
- Review requirements and ensure that we are explaining it on the slides
- Start talking about on how the game should look like
- Update Gantt chart with specific task
- Set up GitHub and upload all documents there
- Set up Discord Server to keep everyone on the same page
- UML of class candidates, use cases, sequences should be almost done
- **Milestones:**
 - Set up GitHub
 - Learn how to make Gantt Chart
 - List any class candidates to briefly explain on presentation day
 - SRS Requirements polish
 - Secure meeting days with everyone

Assignment Due:

- Homework 3 - Thursday (10/5)
- Requirements Presentation - Thursday (10/5)
 - Group SRS Document
 - Group Meeting Minutes
 - Group Project Schedule
 - Presentation Slides

Week of 8 October 2023

Goals:

- Meet on Wednesday - talk about how we will implement each classes
- Classes that were put on the slides:
 - Game
 - Players
 - Dealer
 - Scoreboard
 - Deck of Cards
- Update Gantt Chart with specific task
- Update SRS when necessary
- Visualize the project and see how it functions
- Use the example from class to learn more about ClientServer design pattern
- **Milestones:**
 - Start designing the main 5 classes and talk about its implementation
 - Finish UML of class candidates
 - Finish USE-case diagram for each requirements

- Finish sequence diagram to detail the relationships between classes

Assignment Due → **NONE**

Week of 15 October 2023

Goals:

- Meet on Wednesday
- **Milestones:** if not done from previous week,
 - Start designing the main 5 classes and talk about its implementation
 - Finish UML of class candidates
 - Finish USE-case diagram for each requirements
 - Finish sequence diagram to detail the relationships between classes

Assignment Due → **NONE**

Week of 22 October 2023

Goals:

Assignment Due:

- **Midterm on Thursday (10/26)**
- Homework 4 - Thursday (10/26)
- Upcoming → Phase 2 Presentation Slides (11/2)

Week of 30 October 2023

Goals:

- Finish up presentation slides
- Review and follow requirements
- Document any changes made on the SRS
- Organize how to implement the game
- Update Gantt chart and make sure we are on track with schedules
- If any, upload any documents on GitHub
- Review UML of class candidates, use cases, sequences, and align them with the next phase.
- Milestones:
 - By this time, we should have some pseudocodes done

Assignment Due:

- Phase 2 Presentation Slides (11/2)
 - Group SRS Document
 - Group Meeting Minutes
 - Group Project Schedule with Gantt chart update(s)

Week of 5 November 2023

Goals:

- Meet on Monday and Wednesdays
- Milestones:

Assignment Due → **NONE**

Week of 12 November 2023

Goals:

- Meet on Monday and Wednesdays
- Milestones:

Assignment Due:

- Homework 5 - Thursday (11/16)

Week of 19 November 2023 – **** Fall Recess ****

Goal:

- DESTRESS!!
- Monday and Wednesday of this week will be canceled (unless the project is behind)

Assignment Due:

- Upcoming Assignments
 - Final Project presentations → Thursday (12/7)
 - Homework 6 → Thursday (12/7)

Week of 26 November 2023

Goal:

- Any changes should be documented
- Any last minute changes should be agreed upon
- Milestone:
 - We should be finishing up on the presentations
 - We should be polishing the code to demonstrate it to everyone

Assignment Due:

- Final Presentations → Thursday (12/7)
- Homework 6 → Thursday (12/7)

Gantt Chart

Task / week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Requirements																
Design Phase																
Design Server																
Design Client																
Design Game																
Design Accounts and Player																
Implementation Phase																
Implement Server																
Implement Client																
Implement Game																
Implement Accounts and Players																
Testing																
Maintenance																
Meetings																

Nikola

Celeste

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Santiago