Meeting updates:

Friday practical- 16/02/24:
- Introductions
- Started treasure hunt
- Group name and logo

Monday meeting- 19/02/24:
- Finished treasure hunt
- Created github accounts

Friday practical- 23/02/24:
- Started UML diagram
- Booked customer meeting (Tuesday 27th @ 2:30pm)
- Created risk management table
- Created user and functional requirements tables

Things to do:
- Come up with questions for customer
- Create github repository with everyone

Tuesday- 27/02/24
- Customer meeting

Friday practical- 01/03/2024:
Things to do:
- Finish user requirements
- Create structural and behavioural diagrams (UML)
- Object oriented patterns (Eclipse)
- CRC cards (UML)
- Think about things to include in the game
- Website
- Distribute tasks to be done for next week

Monday meeting- 04/03/24:
Things we're doing:
- Doaa and Surbhi = create game map using Tiled
- James = website
- Peter, Isaac, Sean and Lloyd = coding

Friday practical- 08/03/24
- Continued working on our parts

Friday practical- 15/03/24
- Continued to work on collisions and animations
- Added stuff for architecture
- Worked on planning

Monday meeting- 19/03/24
- Worked on architecture

Deliverable	Tasks
1. Website	Low priority Compile Current work using github.io method
2. Req	Update current requirements after customer meeting **James** Write introduction about how we came up with them (brief, group discussion, customer) Formatted system and User requirements properly
3. Architecture	Create structural and behavioural diagrams (UML) Object oriented patterns (Eclipse) **Sean** CRC cards: **Isaac + Lloyd**
4. Method+ Planning	Software Engineering Methods: **Surbhi + Doaa** ● Outline + Justification ● Tools used to support project + teamwork ● Justify fitness of tools + alternatives Team Organisation (Why our approach is good for project) Systematic plan for project: **Peter** ● Key tasks + starting and finishing dates (Gantt Chart?) ● Priorities and dependencies ● Weekly snapshots of plan + evolution
5. Risk+Mitigation	Document describing and Justifying risk management + format of risk register Risk Register (23/02/24)
6. Implementation	Actual Coding, Well documented and annotated