Date: 23rd November Time: 9-10pm

Participants: Melanie, Alan,Vincent,Andrey,Gytis

Had a meetup to discuss the next stage, the Implementation (Provisional stage).

The team decided what tools to use for development, tools were decided on based on everyone’s experience.

Tools/Languages used for the implementation are CSS, React, JSON, Javascript, Yarn.

Andrey should start working on the server implementation.

Vincent wants to figure out how to get the card images.

Gytis will start converting the mockups into code.

Alan and Melanie start coding the game logic.

Melanie records the meeting notes as usual.

Date: 27th November Time: 9-10pm

Participants: Melanie, Alan,Vincent,Andrey,Gytis

We reviewed the work from last week. We have to connect the frontend and backend. Alan, Melanie and Andrey will integrate both game code and server code. Gytis and Vincent have to combine front-end mockups and cards that Vincent has found for us. Melanie made sure the code is consistent with the diagrams. The implementation may be different from the Design Phase\*\*\*

Date: 30th November Time: 9-10pm

Participants: Melanie, Alan,Vincent,Andrey,Gytis

We have to solve the bugs we found. Andrey has to fix the networking issues with the network web sockets. Gytis has to fix usability issues on large screens. Alan, Vincent and Melanie are now doing quality assurance (run through the code and report more bugs).

Date: 4th December Time: 9-10pm

Participants: Melanie, Alan,Vincent,Andrey,Gytis

All these problems have been solved and we’ve put the code into one folder for the submission.

As a team, we are clear about our roles and responsibilities and supported each other throughout the development of this game.