Team: Server System Testing
Members Present: Jordan Apele,
Joey Lange*,
Garrett Dieckmann,
Kyle Monet,
Kyle Wenholz
Date: 11-1-2011 and 11-3-2011
*excused but not present on 11-1-2011

Review of Goals:

- Tasked with generating an initial plan for testing.
- Familiarize selves with intermediate report.
- Initialize the server.

Accomplishments:

- Kyle W. is trying to set up server. Having issues because the instructions don't discuss compilation of server software.
- After looking at the code submitted, we determined that our main focus will be the *server.js* file.
- All team members have agreed to brief meetings after every class period and periodic large group sessions.
- The next planned meeting is scheduled for Sunday, November 6, 2011.
    - The following use cases (found in the intermediate report) were divided up for test case creation:
    - Client connection (generic) - Kyle M.
    - Client connection (opening game) - Josef
    - Store Player Information - **
    - Update Scores - Jordan
    - Access Replay - **
    - Complete a Game - Garrett
    - AI Opponent - **

** Items that don't seem complete or in a state prepared for testing.

New Goals:

- Wrap up installation of the server components. (Due 11-4-2011: Kyle W.)
- Generate test cases out of assigned use cases. (Due 11-6-2011: All - Kyle W.)
- Conceptualize a file or class structure for testing client interaction with the server. (Due 11-6-2011: All)
- Review the style guide and begin comparing its rules with the actual code. (Due 11-6-2011: All)