Minutes of Meeting

Date: 19th November 2017

Start Time: 18:00 PM

End Time: 20:00 PM

Attendees: Cormac, Bradley, Jay, Elias, Wisam, Liam

Points discussed:

* The first point of discussion was a rundown on our current progress of the classes, and the completion of the artwork, painting, sculpture and profile classes. We took it in turns to run down what we had done so far, and any issues that we have encountered or can currently foresee.
* The next point of discussion was finding any solutions to issues that we currently had. The focus being the implementation of the ‘manager’ class for the profilemanager and auction manager classes from our design. Though it made sense in our design, it seemed impractical. Therefore, we have changed it to an ‘Artatawe’ class that does what that class would do and more such as handling user requests in the program.
* The next point of discussion was our frequency of meetings, we have decided that more than 1 meeting a week will not be necessary. This is because of our consistent instant messaging. We have been able to keep up to date with each other on an almost hourly basis, with everyone making their availabilities known for that week.
* The last point of discussion was looking over our design and current implementation steps to see if we might not need any classes from our design, this lead to a few attributes being added to certain classes, however, we concluded that we should carry on with our implementation and discuss removing or adding classes when those actual issues arise.

Progression:

* GitHub repository was created.
* We have a clearer idea of a more realistic design.
* All the necessary classes have been created and committed to the repo.
* Artwork, Painting, Sculpture and Profile were completed and committed for the implementation to begin.

To Do List:

* The auction and bid class should be completed and committed by next week.
* Every member should carry on implementing and improving their classes.
* Dummy .txt files should be created as placeholders to test certain functions such as loading profiles.