

## **Meetings**

### **Meeting 1**

**31st October**

**Attendees:** Aifric, Comfort, Rachel, Aine

**Topic:** Sequence diagrams

**Minute Taker:** Rachel

**Leader:** Aine

**Deputy:** Aifric

- For today's meeting, we wanted to get all the hard bits done first such as the object diagram, sequence and its sub-diagram and the state diagram.
- We looked and discussed the object diagrams that Afric had made and then decided it was very good, we discussed how the sequence diagram was going to be implemented using the object diagrams.
- We revised our previous use case and discussed on how the design should look like, at first we were all confused on how it should be designed but after looking at various examples and the notes on loop we finally decide on what use case should be used for the sequence diagram and the sub-diagram.
- We drew out the sequence diagram on paper to understand the flow better and make functions that can connect classes accurately.

### **Meeting 2**

**8th November**

**Attendees:** Aifric, Comfort, Rachel, Aine, Mahjabeen

**Topic:** UI Mockups

**Minute Taker:** Aifric

**Leader:** Rachel

**Deputy:** Aine

- We focused on the UI mockups for this meeting. We designed every screen on paper first and then started to translate it to the screen.
- It was difficult to design because we decided to use pygame which imposes a lot of limitations on the UI and user interactions. We couldn't include any buttons which was difficult.
- Jabeen emailed Renaat to enquire if we should include all our mockups in the assignment or just a few and we were told 3 would do.
- We created the start screen and the general game screen with Lucid Chart.
- We decided Aifric will design the end screen and perhaps give a few 'You Win' endings so the team can choose the best one.
- We are going to decide the last mockup and start the communication diagrams on Tuesday.
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