Minutes for Team G29 Week commencing ___9___ **Date of this minute** 23/4/15

Name (printed/typed)	Signature	Present ✓
DAVID WALSH	D.Walsh	✓
NIALL SHANNON	niallshannon	✓
NATHAN HARRISON	N.Harrison	✓
CONNOR DICKSON	Connor Dickson	✓
REECE MAGEE	R.Magee	✓
JACK MC COMISKEY	JMc	✓
ALEXANDER YOUNGE	AYoung	✓
DEAN DODDS	DanDodds	✓
TIMOTHY CREANEY	Timothy Creaney	✓
ANDREW MCWILLIAMS	Andrew McWilliams	✓

Task Reporting (Briefly list the progress for each team member in the last week.*)

DAVID WALSH: *MANAGER*
- Created graphics for chance/property
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NIALL SHANNON: *DEPUTY MANAGER*
- Helped with code (mostly background that I helped with Nathan)
- Rent code, rolling and moving around the hazard, buying Property, visuals

NATHAN HARRISON: *DEVELOPER*
- Properties can now be bought and cost of prop deducted from users total
- A player has a list of properties they own.
- Began process of coding rent, now works for one player.

CONNOR DICKSON: *DEVELOPER*
- Furthered Setup Screen
- Added Character Images + Scaling
- Moved Roll dice button and removed bottom bar

REECE MAGEE: *DESIGNER*
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JACK MCCOMISKEY: *DESIGNER*
- Visual Targets.
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ALEXANDER YOUNGE: *ANALYST*
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DEAN DODDS: *ANALYST*
- Board scaling
- Assets

TIMOTHY CREANEY: *TEST ENGINEER*
- Test plan
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ANDREW MCWILLIAMS: *TEST ENGINEER*
- Test plan
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*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

DAVID WALSH: *MANAGER*
- Finish graphics
- create twist card methods
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NIALL SHANNON: *DEPUTY MANAGER*
- Get train code fully working
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NATHAN HARRISON: *DEVELOPER*
- complete rent method
- Go to jail function if land on property or too many doubles
- Add ability to build flats/halls

CONNOR DICKSON: *DEVELOPER*
- Dont allow two players to choose same char
- Play with 2 or 3 people
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REECE MAGEE: *DESIGNER*
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JACK MCCOMISKEY: *DESIGNER*
- End game when only one player remains
- Remove players when they have no money.
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ALEXANDER YOUNGE: *ANALYST*
- Use case realisathiuns
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DEAN DODDS: *ANALYST*
- Custom grid
- Character assets
- Teleport squares

TIMOTHY CREANEY: *TEST ENGINEER*
- Unit/system tests
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ANDREW MCWILLIAMS: *TEST ENGINEER*
- Test documentation
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