Minutes for Team G29 Week commencing __10__ **Date of this minute** __30/4/15__

Name (printed/typed)	Signature	Present ✓
DAVID WALSH	David Walsh	✓
NIALL SHANNON	niallshannon	✓
NATHAN HARRISON	N. Harrison	✓
CONNOR DICKSON	Connor Dickson	✓
REECE MAGEE	R. Magee	✓
JACK MC COMISKEY		
ALEXANDER YOUNGE	A Younge	✓
DEAN DODDS	Dodds	✓
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*
- worked on documentation
- created graphics for game
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NIALL SHANNON: *DEPUTY MANAGER*
- Ride trains code implemented
- Loan and rent code implemented
- Free Parking code implemented

NATHAN HARRISON: *DEVELOPER*
- Completed rent method
- Jail function now works
- You can buy 'flats' and 'halls'

- You can sell properties
- You can surrender surrendered player is skipped.

CONNOR DICKSON: *DEVELOPER*
- Not allowing two players to select the same character
- Can be played with 2 or 3 people
- Dressed cleanup

REECE MAGEE: *DESIGNER*
- Interface design Mockups
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JACK MCCOMISKEY: *DESIGNER*
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ALEXANDER YOUNGE: *ANALYST*
- worked on use case realisation
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DEAN DODDS: *ANALYST*
- Board asset
- Display characters

TIMOTHY CREANEY: *TEST ENGINEER*
- Testing
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ANDREW MCWILLIAMS: *TEST ENGINEER*
- Test documentation
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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*
- chance card methods
- blackout method
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NIALL SHANNON: *DEPUTY MANAGER*
- Class Relationship model
- Sort everything for final hand-in
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NATHAN HARRISON: *DEVELOPER*
- NIE & airtricity rent rule
- remove player if no money left
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CONNOR DICKSON: *DEVELOPER*
- Interface Design Documentation
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REECE MAGEE: *DESIGNER*
- Interface Design Documentation Continued.
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JACK MCCOMISKEY: *DESIGNER*
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ALEXANDER YOUNGE: *ANALYST*
- Finish use case realisations
- Update original use cases
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DEAN DODDS: *ANALYST*
- Display Jail properly
- Teleport squares
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TIMOTHY CREANEY: *TEST ENGINEER*
- Complete Test Plan
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ANDREW MCWILLIAMS: *TEST ENGINEER*
- Complete Test Plan
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