

Group 3H [Ömer, Arda, İrem, Ece, Furkan] Project Meetings

Written by İrem Tekin throughout the project.

Meeting on Sep 22, 19:30

Participants: İrem, Arda, Ömer, Ece, Furkan

Location: Zoom

Actions

- First meeting, we talked about ourselves, explained our aim and decided on the game as Monopoly.

Meeting on Sep 25, 11:50

Participants: İrem, Arda, Ömer, Ece, Furkan

Location: Zoom

Actions

- GitHub repository created.
- Shared Google doc created for meeting agenda and reports.

Meeting on Sep 27, 17:00

Participants: İrem, Arda, Ömer, Ece, Furkan

Location: Zoom

Actions

- Talked about game rules and new features.
- Created Project Prescription document.

Meeting on Oct 14, 13:30

Participants: İrem, Arda, Ömer, Ece, Furkan

Location: Zoom

Actions

- Talked about additional features we might add to our project.
- Divided mockups and overviews for Project Analysis Report.
- Selected a team leader (Ömer).

Meeting on Oct 20, 13:30

Participants: İrem, Arda, Ömer, Ece, Furkan

Location: Zoom

Actions

- Mockup drafts were designed by the group and Arda created their final form using Sketch.
- We worked on “use case” and “class and object” diagrams.

Meeting on Oct 23, 13:30

Participants: İrem, Arda, Ömer, Ece, Furkan

Location: Zoom

Actions

- We realised that use case diagram was wrong so we completed “use case” diagram again.
- Also worked on “class and object” diagram and navigation path.

Meeting on Oct 25, 20:30

Participants: İrem, Arda, Ömer

Location: Zoom

Actions

- We completed “class and object” diagram.

Meeting on Oct 26, 13:00

Participants: İrem, Ece

Location: Zoom

Actions

- We worked on “state” diagram.

Meeting on Oct 27, 14:00

Participants: İrem, Ece

Location: Zoom

Actions

- We completed the “activity” diagram.

Meeting on Oct 27, 19.00

Participants: Arda, Ömer

Location: Discord

Actions

- We completed “Sequence” diagrams.

Meeting on Oct 28, 10:00

Participants: İrem, Ece

Location: Zoom

Actions

- We completed “state” diagram.

Meeting on Oct 28, 20:00

Participants: İrem, Ece, Ömer, Furkan, Barış Ardıç

Location: Zoom

Actions

- Our TA gave us feedback about the analysis report.

Meeting on Oct 28, 21:00

Participants: İrem, Ece

Location: Zoom

Actions

- We changed “state” and “activity” diagrams according to feedback and completed them.

Meeting on Oct 29, 20:00

Participants: İrem, Arda, Ömer, Ece

Location: Zoom

Actions

- We read the analysis report together and corrected mistakes.

Meeting on Nov 19, 13:30

Participants: İrem, Arda, Ömer, Ece, Furkan

Location: Zoom

Actions

- We talked about the design report and divided subsystems into tasks and assigned the tasks to people.

Meeting on Nov 20, 13:30

Participants: İrem, Ece

Location: Zoom

Actions

- We started working on “Program Control Unit” subsystem.

Meeting on Nov 21, 13:30

Participants: İrem, Ece

Location: Zoom

Actions

- We completed “Program Control” subsystem and “Application UI” subsystem.

Meeting on Nov 21, 19:00

Participants: Ömer, Arda

Location: Zoom

Actions

- We completed GameManager subsystem design, GameManagerUI subsystem design.

Meeting on Nov 23, 13:30

Participants: İrem, Ece, Ömer, Arda, Furkan

Location: Discord

Actions

- We divided design reports text parts and determined each other’s subsystem’s mistakes.

Meeting on Nov 25, 15:00

Participants: İrem, Ece

Location: Zoom

Actions

- For the Application Control and Application UI subsystems we worked on the class descriptions.

Meeting on Nov 26, 13:30

Participants: İrem, Ece, Ömer, Arda, Furkan

Location: Discord

Actions

- We worked on Final Object Design.

Meeting on Nov 28, 10:30

Participants: İrem, Ece, Ömer, Arda, Furkan

Location: Discord

Actions

- We divided topics for presentation and divided classes for implementation.