

# Meeting Notes

## 20/02/24

**Time:** 14:00-16:00

**Location:** Group Study Room 1.10 (Library, University of Sussex, Falmer)

**Attendees:** Ben Foard, Tim Bartlett, Fatema Alaali, Youssef Derouiche, Owen Gibson

**Meeting Notes:** Ben Foard & Tim Bartlett & Fatema Alaali

### Discussion Topics

#### Updated GANNT Chart

- Ben to run through the new project timings
  - Highlighting important dates for team next week

Ben has edited Gant chart to reflect the changes made. There was a change to the sprint deadline. This has been reverted to previously agreed times because of the multiple seminars.

Seminar 12 Tuesday at Fulton room 104 27/02/2024

Agreed to go to this seminar weekly.

Sprint 2 starts next week Tuesday.

Ben updating team about sprint during easter

Agreed on a 3-week sprint.

Change to meeting week 8 meeting from Tuesday to Thursday 21<sup>st</sup> march

- The Risk Register updates will be discussed next week

#### Sprint 1 updates

- Tim to brief team on how Sprint is proceeding

Decided to go with this work flow: Youssef does some design, then Owen and Tim write some skeleton code, then all work together to do unit level testing and game coding.

- Tim to update team on GIT usage

Discussed different document uploads on GIT. We'll need to download the most recent version of our work and then upload it. Each member should review documents with team members before uploading and committing any files on GIT, to make sure everything is neat and there are no redundant files that may cause unnecessary confusion.

- Fatema wanted to discuss testing

Fatima showed everyone the table for human testing, testing is separated sequentially by category for more ease of testing.

Tim, Fatema, Owen and Youssef to design unit testing.

#### Ben availability

- Due to the Addams Family production at the ACCA Ben's availability will be reduced following this meeting until next week, please contact Tim for related queries in the meantime
- Ben left meeting at 2.30.

#### Next meeting

- 2PM next Tuesday work for everyone again?
- Meeting Tuesday still works for everyone.

#### Walk In Items

- Opportunity for anyone to bring up topics not previously listed on the agenda.
- Owen has mentioned what are we doing for the high level design of this sprint,
- Tim has said to keep as simple as possible, squares and circles to represent land and player/button

#### Action items

- Ben – Clean up gant and make a pdf new gant chart. Risk review next week. Investigate best working practice for GIT.
- Tim – Design unit test, add to the sprint requirements for high level code. Really basic blocks no sprites, countdown of troops, and display phase.
- Fatema – Design unit tests
- Youssef – Design unit tests 21/02/2020 2.45, update design.
- Owen – Design unit tests. Wednesday 2.45