

Meeting Notes

27/02/2024

Time: 14:18

Location: Meeting Room 2, Chichester

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

Meeting Notes: Ben Foard

Discussion Topics

Video

- Tim to update team the video submission reply from Kingsley
Kingsley said “the video should be a ZIP as a part of your final submission”. No specific format but probably MP4, can include multiple videos which show the output of each sprint

Lessons from the Sprint

- Owen shows the result of Sprint 1
- Seminar TA's said our work is great, on Notion Kingsley feedback was good too, requirement analysis (do we need it for our report? We don't think so but Tim will check this).
- Fatema: Testing – System and Unit. Work is beginning on user requirements in a way that touches on requirement analysis.
- What did we each individually learn from the sprint? What went wrong?
- Speak on our individual contributions
- Ben – It was nice to see that the team can work together without my input. Also appreciate the team being able to support my other pursuits. Seems we have a well-rounded team that can cope with challenges.
- Tim – Final product looks great. During coding, some ideas were clashing. Felt like there was a lot of back and forth to design and coders. Design was pushing us a little more than we wanted because it was a design for the final product rather than sprint 1's final product. Going forward it would be good to have specific design for the sprint but also give team members the freedom to do things as needed and not be handcuffed to a specific design, especially when the design wasn't specifically designed for the individual sprint. Found admin work tough.
- Fatema – New software meant learning phase needed. Extra time for the first sprint would have been good, so need to keep in mind future unforeseen issues. Nice to be 'in the room' even if not contributing directly at points.
- Youssef – Nice talking about the design with the team but more clear cut roles and tasks would help. Next sprint would love very specific tasks rather than being left as a loose cannon.

- Owen – It was nice working as a team for the first time on a project. Happy with results. Different ideas at the start was a new experience, but that's part of working in a team.

Lessons for the future

- GitHub
 - Ben to review the pull, commit and push best practices.
Showed lessons learnt. No major loss of work fears.
- Design Process
 - Tim to update team
 - When Youssef makes a design, it's done. Any changes made in the coding phase etc... will be allowed to happen. Youssef to design with the specific sprint in mind.
- Programming Process
 - Tim to discuss logic
 - Tim felt the logic made a lot of sense
 - Tim to discuss objects
 - Tim letting Owen take the lead on objects.
 - Tim would appreciate longer code with less complex maths where possible.

Walk In Items

- Tim – Testing Process
 - Extra time would be good but last minute surprises always bound to happen
- Team remembered Sprint 2 starts today so used time to review that.
- Ben showed a screen recording of a game he was playing where the circles are the interactive elements and not the countries or tiles which may make coding easier and allows us to be a bit more flexible in the future.
- We created the documentation for Sprint 2 which starts today, design deadline for our second sprint is due on Sunday EOD.

Action Items

Ben	To start creating final report with details of what is happening throughout the weeks so that the final report writing is easier.
Tim	<p>To check with Kingsley if a 'second design' document is needed after each sprint reflecting changes made in the coding.</p> <p>To check with Kingsley if the requirement analysis is a needed part of the report.</p> <p>Will Kingsley accept if statements as unit testing. Tim to check.</p>

	<p>To make sure we have requirement analysis.</p> <p>Ask Mr Raffles how we begin the game, are territories automatically assigned or not? Do we use 'cards' to assign territories etc..</p>
Owen	-
Fatema	-
Youssef	<p>To add design documentation created for sprint 1 to GITHUB. (completed in meeting)</p> <p>Update design documentation template for future sprints.</p>