Group 3G [Mehmet Tolga Tomris, Atakan Arslan, Oğuzhan Dere, Fatih Çakır, Zeynep Berfin Gökalp] Project Meetings

Meeting on Oct 7, 18:00

Participants: All of the group members
Location: G Building

Agenda

- Creating a shared Google doc for the meeting agenda
- Choice of project: The Settlers of Catan
- Deciding regular meeting hours: Monday 17.35-19.35, Saturday 14.00-16.00
- Creating GitHub repository

Action Items

- [Fatih Çakır] Create a GitHub repository and invite others (teammates, the TA and the instructor) for collaboration
- [Atakan Arslan] Create the required branch "unstable" with required directories (e.g. "doc", "src")
- [Mehmet Tolga Tomris, Zeynep Berfin Gökalp, Oğuzhan Dere] Write a draft for initial project description in README.md with links to any similar games, summarizing new features planned

Meeting on Oct 14, 17:35

Participants: All of the group members
Location: G Building

Agenda

- Discussing about the implementation of the game
- Start to the Iteration 1 - Project Analysis Report

Action Items

- All of the group members discussed and shared their opinions about the implementation of the game. We have chosen our IDE that we will use during the implementation process.
- We divided the tasks of the project analysis report and all of the group members started to write their parts.

Meeting on Oct 18, 14:00

Participants: All of the group members
Location: A Building

Agenda

- Merging the Iteration 1 - Project Analysis Report

Action Items

- All of the group members shared what they have written for the Iteration 1 - Project Analysis Report, we merged the report and completed it.

Meeting on Oct 21, 17:35

Participants: All of the group members
Location: G Building

Agenda

- Distribution of the implementation tasks among group members

Action Items

- We distributed the implementation tasks among group members.

Meeting on Oct 28, 17:35

Participants: All of the group members
Location: Library

- Start to the Iteration 1 - Project Design Report

Action Items

- We divided the tasks of the project design report and all of the group members started to write their parts.

Meeting on Nov 2, 14:00

Participants: All of the group members
Location: G Building

Agenda

- Merging the Iteration 1 - Project Design Report

Action Items

- All of the group members shared what they have written for the Iteration 1 - Project Design Report,we merged the report and completed it.

Meeting on Nov 9, 14:00

Participants: All of the group members
Location: Library

Agenda

- Start to the implementation of the game for the Iteration 1 Demo

Action Items

- All of the group members started to implement their parts for the Iteration 1 Demo

Meeting on Nov 17, 19:00

Participants: All of the group members
Location: G Building

Agenda

- Start to the Iteration 1 - Project Final Report

Action Items

- We divided the tasks of the project final report and all of the group members started to write their parts.

Meeting on Nov 18, 17:35

Participants: All of the group members
Location: Tolga's Place

Agenda

- Merging the Iteration 1 - Demo codes
- Completing the Iteration 1 - Final Report

Action Items

- All of the group members shared the codes they have written for the Iteration 1 - Demo and we merged the whole program.
- All of the group members shared what they have written for the Iteration 1 - Project Final Report, we merged the report and completed it.

Meeting on Nov 25, 17:35

Participants: All of the group members
Location: G Building

Agenda

- Start to changing and designing the Project Analysis Report according to the feedback (Iteration 2 - Project Analysis Report)

Action Items

- We divided the tasks of the project analysis report and all of the group members started to write their parts according to the feedback we have received.

Meeting on Nov 25, 17:35

Participants: All of the group members
Location: Library

Agenda

- Start to changing and designing the Project Analysis Report according to the feedback (Iteration 2 - Project Analysis Report)

Action Items

- We divided the tasks of the project analysis report and all of the group members started to write their parts according to the feedback we have received.

Meeting on Nov 28, 14:00

Participants: All of the group members
Location: G Building

Agenda

- Merging the Iteration 2 - Project Analysis Report

Action Items

- All of the group members shared what they have written for the Iteration 2 - Project Analysis Report, we merged the report and completed it.

Meeting on Dec 01, 17:35

Participants: All of the group members
Location: Tolga's Place

Agenda

- Start to changing and designing the Project Design Report according to the feedback (Iteration 2 - Project Design Report)

Action Items

- We divided the tasks of the project design report and all of the group members started to write their parts according to the feedback we have received.

Meeting on Dec 04, 14:00

Participants: All of the group members
Location: Tolga's Place

Agenda

- Start to the implementation of the game for the Project Final Demos

Action Items

- All of the group members started to implement their parts for the Project Final Demos

Meeting on Dec 11, 14:00

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Participants: All of the group members
Location: G Building
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Agenda

- Merging the Iteration 2 - Project Design Report

Action Items

- All of the group members shared what they have written for the Iteration 2 - Project Design Report, we merged the report and completed it.

Meeting on Dec 21-22-23, 18:00

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Participants: All of the group members
Location: Tolga's Place
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Agenda

- Completing the Iteration 2 - Project Final Report
- Completing the whole game, merging the whole code and making the final adjustments. (Final Project Demo)

Action Items

- All of the group members shared what they have written for the Iteration 2 - Project Final Report, we merged the report and completed it.
- All of the group members shared the codes they have written for the Final Project Demo and we merged the whole program.