Meeting Minutes

Sprints

- Sprint 1 – 8/11/21 to 22/11/21
- Sprint 2 – 23/11/21 to 3/12/21
- Sprint 3 – 6/12/21 to 17/12/21

Minutes

Monday 1st November 2021
2 hours
All Attendees

- Wrote questions to ask our sponsor for the meeting on the 8th.
- Completed a textual analysis finding all actors and use cases.
- Went in depth with the requirements for each section, such as the webpage side, the game side and AI side.
- Decided to adapt our hybrid method to include more Agile processes such as Retrospectives

Monday 8th November 2021
1 hour
All Attendees except Leo (technical issues)
Sprint 1 Start

- Set up the GitLab setting up issues, milestones and labels
- Prepared for our sponsor meeting which will take place in the afternoon.
- Set deadlines for our requirements, specification and report.

Monday 8th November 2021 (SPONSOR)
2 hours
All Atendees
Sponsor Notes:
- Server needs a record of whose turn it is
- Its not possible in the face to face game to improve the interface, so we can improve the interface in the online game
- Likes the fact there is different team allocation
- How are we going to deal with words to identfy in game.
- Tailor the AI so it matches a few words instead of all the words.
- AI can take a risk during end game to try and win the game. Compromising risk using reinforcement learning.

Question and Answers:

Q1) have around 500 words in the vocabulary. Make sure the vocabulary is similar and not entirely random.
How many words should there be in the AI side of it?

Q2) Originally thinking game for adults but can add to make the game for a younger players but not high priority.
What do you expect the age of the players?

Q3) you can choose difficulty level so like easy medium hard. Could see how quickly you are getting beaten
What do you think the difficulty level should depend on?

Q4) yes, would be quite nice.
What do you like the web app to be mobile compatible?

Q5) yes thats a nice addition not high priority but could have.
Do we need to add such a 'cheat' or 'hint' function to help players?

Q6) not personally into the wooden frames but having a clean simple interface will be nice. Does like the code names images.
How traditional would u like the board game interface

Q7) Starting with 4 will be good and so once you can get it going you can add more players.
How many players would u like?

Q8) not to bothered.
Would u like the player to be able to choose the num of cards per team at the start of a round?

Q9) Something along those lines is interesting not a top priortiy but would be okay to have such as a embedding it into some sort of tutorial will be a good thing.
AI only observer mode？

Sponsor advice:
- Having a timer during the game, we can start without it but can add a timer for each players turn.
- Suggesting pushing a time and runs client side.
- Quite a few people so we have different sub groups for things to do.

Tuesday 9th November 2021
1 hour 30 minutes
All attendees except Alex and Leo (Leo fixing his screen, Alex was very unwell)

- Starting to create a proper requirement and specification documents and will split up into groups to complete necessary diagrams over the week.
- Anakin, Leo and Michael worked on personas

- Daniel and Alex worked on the use case diagram
- Shahil and Sam worked on Activity diagram

Monday 15th November 2021
1 hour 30 minutes
All attendees

- Went through the requirements documents evaluating and added any changes that were necessary, updated the activity diagram were made and made a start on specification.
- Created requirements doc v2 with improvements.
- Reviewed the diagrams to make sure they were all correct
- To Do: Ask Colin about funciton requirement 3 and 4.

Tuesday 16th November 2021
1 hour 30 minutes
All attendees

- Went through our specification document we had so far while also giving each one roles to make diagrams for specifications

Friday 19th November 2021
2 hours
All attendees

- Created the Lo Fi prototype and added it to the specifications document

Monday 22nd November 2021
2 hour
All Attendees
Sprint 1 End

- Review of specification document
- Version 2 created

Tuesday 23rd November 2021 (SPONSOR)
2 hours
All Attendees
Sprint 2 Start

Sponsor Notes
- Activity diagram easy to convert to code
- Use case diagram liked the middle about the actors and the generalised systems for every actor.

- Requirements are good we are able to check against it to make sure we are on track with everything
- Have some sort of visual and audio cues for timer when it runs out (*added to requirements and design*)

Monday 29th November 2021
2 hours
Daniel, Michael, Leo, Anakin

- Decided on deliverables for the week (see git issues)
- Went through class descriptions
- Went through protocols

Wednesday 1st December 2021
1 hours
All attendees except Shahil (in hospital)
- More Class descriptions were created and discussed
- More gitlab issues assigned and completed

Thursday 2nd December 2021
1 hour
All attendees except Shahil (in hospital)
- Class descriptions were accompanied with class diagrams
- Client-Server protocols were reviewed

Friday 3rd December 2021
2 hours
All attendees except Shahil (in hospital)
Sprint 2 End

- Sprint retrospective
- Discussion of next sprint

Monday 6th December 2021 (SPONSOR)
1 hour
All Attendees
Sprint 3 Start

Sponsor Notes
- Said it seems well planned and everyone has everything to do
- Said the technologies are sensible.

Other
- The team was split to work on client and server technologies and coding

Friday 10th December 2021
2 hour

All attendees
- Continued working on either creating new functions on both web and server side and worked on the looks of the webpages.

Tuesday 14th December 2021
1 hour
All Attendees
- Finishing touches required for the prototype defined
- Integration, Webdev and Gamedev branches reviewed
- Short-term strategy for the 17/12/21 deadline discussed

Wednesday 15th December 2021
1 hour
All Attendees

Thursday 16th December 2021 (SPONSOR)
1 hour
Sprint 3 End
All Attendees