Fourth oversight meeting

Oversight meeting started at 18:00

All team members present

Jim pointed out that wiki needs to be updated with iteration plan links from repo

Jim pointed out that evidence of completed tasks need to be provided

Jim to send out marks from LCOM

Specify which stage of project it is in heading of iteration plans

Avoid generic task definitions and evaluation criteria

going through previous iteration plan

- need to update our past iteration plans with evidence of work, links.

- make game design its own document, not part of architecture doc

- continue to list issues into iteration plan, just document everything in detail

- Jim is sending out marking criteria today

- rename iteration plans with proper naming ‘elaboration iteration 2’

- revise evaluation criteria, exactly what will be seen. What documents are being revised? Get points from marking criteria.

- be harsh on the reviewing, mark against marking criteria

- more details on each work item, be more specific

- be honest, even if its not going too well.

- revise project plan as we progress.

Add milestones as deadlines

CCRD – minimal subset of use cases that show full architecture to prove that it works

Final delivery – prove that proposed architecture works

Meeting concluded at 19:00