**Team Meeting Minutes**

9July 2018

Meeting started at 19:30

Col, Michelle & Charnes present Aaron gave notice he couldn't make it

Col to work on multiplayer walk through

Michelle to do ass1 when possible

No one going to bother with the show and tell

Meeting concluded 19:45

16 July 2018

Meeting started with everyone on time, ended about now.

We split up the work load as follows

Aaron to do extend global leader board & voting

Col multiplayer stuff and extend questions to include cats

Michelle - social media & testing & user manual

Charnes - push notifications & UI stuff

23 July 2018

Meeting started at 730pm Col, Michelle & Aaron present. Charnes absent, notice given.

Discussed issues that presented themselves and divided work objects up for Facebook/ Google Login- Michelle,

Push notifications- Charnes, adding categories and

PHP -Col and voting and

Leader board -Aaron meeting concluded 7.55pm

25 July 2018

Meeting commenced at 18:05

All members present

Jim late due to technical issues

Reporting on iteration - Jim went through the project plan to determine if on topic

Incremental code updates to be shown in the iteration plans

Meeting concluded at 19:25

30 July 2018

Meeting commenced at 19:30

All members present

- General project progress update

- Social media implementation almost done

- Awaiting on project to be created in Google Developer Console

- Multiplayer is finished

- Up vote and down vote awaiting on final bug checks

- Leader board’s functionality is completed

- Awaiting on UI

- Question category still in development

- Push notifications still in development

- Documentation to be discussed next meeting

Meeting concluded at 19:45

6 August 2018

Meeting commenced at 19:30

All team members present

Project plan to be updated ASAP

Facebook SDK has changed

Discussion about requiring an extension – decided against

Discussion about android dependencies within the project

Meeting to be rescheduled for next week same time due to two members being away

Meeting concluded at 20:30

13 August 2018

Meeting commenced 19:30

All team members present

Worked out what we would all be doing for the rest of the iteration.

Col: categories + phase plan thing

Michelle: social media stuff + testing

Charnes: build APK + review phase thing + work on manual + UI refinement

Aaron: offline stuff + work on manual + look into IOS submission (edited)

15 August 2018

Meeting commenced at 18:10

All members present

Jim advised to inform a week beforehand if construction phase 5 to be taken

Jim went through iteration plan

Meeting concluded at 18:30

20 August 2018

Meeting commenced at 19:30

All team member present

Team members to add to the construction phase assessment – their experience, bugs, problems, etc.

Play test template to be created – survey monkey

All team members to add to user manual

Redundancy 90% complete

Social media integration is delayed due to third party problems

Last iteration to be focused on bug fixes

Tests to be written – push notifications – social media on hold due to delayed implementation

Finish all outstanding UI implementation – open games and categories

Submit to play store and apple store by end of the week

Meeting concluded at 20:00

27 August 2018

Meeting commenced at 19:30

All members present

Google play services to be scraped due to third party SDK issues

Beta testing strategy discussed

Meeting concluded at 19:50

3 September 2018

Meeting commenced at 19:30

All team members represent

Aaron to attempt to publish to App Store as beta

All to try to find testers

Meeting concluded at 20:00

10 September 2018

Meeting commenced at 19:30

All members present

- Charnes - to pull out faulty alerts, pull out notification toggle, refine UI

- Aaron - to get leader boards and offline redundancy, update elaboration phase to reflect why app isn’t on the apple store

- Michelle - to elaboration phase to reflect why google play isn’t implemented

- Col - Status phase assessment

- User manual troubleshooting

- Testing – Aaron, Col, Charnes

Meeting concluded at 19:55