**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

17 September 2018

Meeting commenced at 19:35

All members present

Links to be updated within iterations plans

Links to be updated within wiki where required

- Test report

- Screen recordings

- Play tester survey

- Link to play store

- Iterations

Testing strategy discussed

- Try and get at least 8 testers through google survey

Document that we are trying to get Facebook integration into app but are waiting for Facebook review

Inform Jim that if he wants to download it he only had a certain window otherwise it’ll be taken down for bug fixing

Meeting concluded at 20:10

24 September 2018

Meeting commenced at 19:30

All members present

Discussion regarding testing and results

- Bug report discussion and strategy to fix them

Charnes to finalise push notifications, back button on login screen

Arron to finalise survey reports and collate survey results, summary and development strategy

Col to focus on ironing out the bugs

- Make question time longer

- White button in game lobby - red as default and change to green

- Extend the results page to show how many questions were answered correctly / incorrectly

- Add more questions to existing categories

Documents about why some features were not delivered?

Class diagram for every system, sequence diagram, informal hand over documents?

- Database, user, game, firebase

All test results to be submitted by Wednesday

Demo – PowerPoint

Status phase assessment

Meeting concluded at 20:10

01 October2018

Meeting commenced at 19:30

All members present

Discussion regarding what diagrams to be submitted

- Col to extend sequence diagram to include controllers and get feedback from Jim

Michelle to remove Facebook from app if approval doesn’t come through

All members to update documentation regarding features that weren’t implemented

Charnes to add a push notification on completion of first round

App to be back on play store at end of weekend

Results page extension to be finalised

Meeting concluded at 19:55

03 October 2018

Meeting commenced at 18:00

All members present

Jim gave back marks

Discussion regarding sequence diagram

- Can be basic – all the way through to internal method calls

- Sequence diagram for one use case down to the controller level

- 1-2 illustrative diagrams – enough for another programmer to see how the system works per one use case (enough to informative but not repetitive)

Aim for Monday submission, but okay for Monday-ish submission

Meeting concluded at 18:30

8 October 2018

Meeting commenced 19:30

All members present

Progress update on docs and app

Charnes to add push notification on game exit for question submission / first time play

Charnes to record screen game

Col to push latest build to play store (Wednesday)

Col to write phase assessment

Aaron to collate survey results

Aaron to do voice over for presentation

Everyone to work on documents and survey’s

Documents to be up for review on Sunday

Documents to be reviewed and finalised on Monday-ish

Iterations plans to be finalised

Meeting concluded at 19:55