Group 3G [Fatih, Ebru, Cenk, Burak, Eren, Enes] Project Meetings

Meeting on Oct 23, 18:30

Participants: Ebru, Cenk, Fatih, Burak, Eren, Enes

Location: School library

Agenda

* Revise Analysis report
* Decide on strategy for design report

Action Items

* Redefined how to implement puzzle piece entity: we decided on creating two dimensional arrays for blocks

Meeting on Oct 27, 14:00

Participants: Ebru, Cenk, Fatih, Burak, Eren, Enes

Location: School library

Agenda

* Revise class diagram
* Share tasks of design report

Action Items

* Class diagram adjusted, subsystems are defined

Meeting on Oct 31, 19:00

Participants: Ebru, Cenk, Fatih, Burak, Eren, Enes

Location: School library

Agenda

* Catch-up on design report progress between members
* Deeper definitions of subsystem responsibilities

Action Items

* Entity subsystem and Viewer subsystem are separated

Meeting on Nov 3, 12:00

Participants: Ebru, Cenk, Fatih, Eren, Burak

Location: School library

Agenda

* Revise Analysis report feedback
* Revise GUI subsystem panels

Action Items

* We studied to exam

Meeting on Nov 7, 18:00

Participants: Ebru, Cenk, Fatih, Enes, Eren, Burak

Location: School library

Agenda

* Finish design report

Action Items

* Some progress on design report

Meeting on Nov 11, 14:00

Participants: Ebru, Cenk, Fatih

Location: School library

Agenda

* Sharing the final report tasks between members : done
* Sharing the implementation tasks between members : not complete

Action Items

* Reconstructed game logic subsystem : some separations on controller jobs
* Our database system is going to be different than what we thought it would be