

Project: Group Project

Meeting: Weekly meeting

Persons present: Theophilus Elechi, Naailah Hajaree, Afzal Ismail, Jason Yip King Chueng, Danshil Mungur

Place and date of meeting: HeG03, 22nd February 2018

Circulation list: All project members present, plus project manager

Author: Afzal Ismail

Date of minutes: 22nd February

Version: 1.0

Matters arising

1. Theophilus Elechi reported that the way the grid of the game on the user interface was designed might be difficult to code with JavaFX. He also mentioned that a preferable solution might be to use Scene Builder. Everyone in the group is tasked to try experimenting with both so that the more suitable one can be selected.
2. The group discussed the architecture proposed by Naailah Hajaree, and concluded that it was fairly complete.

New business

3. Jason Yip King Chueng was made Quality Assurance manager for the group.
4. Afzal Ismail was made deputy Quality Assurance manager.
5. Danshil Mungur was made deputy Project Manager.
6. Naailah Hajaree has to work on a use case and a data flow diagram.
ACTION: nah37
7. Danshil Mungur has to make a graph to show the group's work plan.
ACTION: dkm4
8. The group also discussed possible ways to store various data for the game. The possibilities were the use of text files or SQLite.

AOB

9. All the members of the group have to create a GitHub account.

mai15
22/02/18

