# Minutes for Group\_ 3 Week commencing \_11/02/1\_ Date of this minute \_14/02/19\_\_

The following team members were present

|  |  |
| --- | --- |
| Name (printed/typed) | Signature |
| Barbara Murtland (BM) |  |
| Colette Casey (CC) |  |
| Dave Kennedy (DK) |  |
| Ismael Florit (IF) |  |
| Timothy Lewis (TL) |  |

Task Reporting (Briefly list the progress for each team member in the last week.\*)

Name & Role: CC

* Acting Scribe for this meeting

Name & Role: IF

* Acting Moderator for this meeting
* Producing Draw IO Use Case Diagram for team review

Agenda:

* Final review of Use Case Diagram
* Start to draw Class Diagram

\*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes:

* See Use Case Diagram V.1.0.0 and V1.1.0
* Need to include V1 of Class Diagram

**Item 1: Final review of Use Case Diagram**

* From the Use Cases Descriptions discussed at the last meeting, IF digitises Use Case Diagram
* BM produces a printed version with recommended amendments – firstly to remove the Actor: Admin
* CC still wonders if this is too simplistic but majority/final decision is to and stick to one Actor: Player
* BM queries Starts Game and View Rules position and relationships – discusses changes
* TL queries Starts Game relationship and proposes it sits on it’s own – Team agrees
* BM proposes new Game Over use case with extends relationship to Declares Bankrupcy and Terminates Game
* DK and IF feel the functionality to end the game is part of the two existing use cases
* CC questions if functionality is repeating, should it be removed and reformulated into a separate use case?
* After discussion, team agree to keep diagram as it is. TL outlines the need to move on to next phase
* IF implements final changes to the diagram

**Item 2: Draw Class Diagram Based on Use Cases**

* IF proposes some provisional classes already drawn in Draw IO
* Adjustments made to names to standarise terminology based on TL’s rules document e.g. spaces not squares
* DK explains use of Enums for the names of the squares
* TL explains action squares will be instantiated as different objects – runway, Invest NI etc.
* DK/IF propose an add space feature for the Board class to be achieved with an array list
* CC revisits the requirements on this point, specifically ‘customers does not want more square.’
* DK/IF/TL reassure that it is an extensibility feature rather than a direct implementation
* Other classes with attributes and methods discussed include Start-up Space and Dice
* IF feels Dice should have no attribute, as this can be included in the method – all other team members justify why they think an attribute should be used (e.g coupling by TL) and majority goes with attribute
* DK walks through the action of the game on the whiteboard, mapping out several other features for discussion, including how passing Invest NI will be recognised anmd implementedfor each complete lap of the board
* Team agree on creating a glossary for the terms specific to the game e.g. IF proposes Turns Engine as a class name
* IF/BM discuss if paying the licence fee should be part of Turns Engine or if there should be a separate currency operations interface for all currency transactions.
* Team agree to have Currency Operations as an interface
* IF implements changes to the Class diagram – to be completed for next meeting

Actions Planned

All team members to:

* Prepare for sequence diagram development at next meeting

Name & Role (1): Barbara Murtland

* Finalise edit of the Use Case Descriptions document, with the correct inclusion and extension points.

Name & Role (2): Colette Casey

Name & Role (3): Dave Kennedy

Name & Role (4): Ismael Florit

* Produce meeting minutes (18/02/19)

Name & Role (5): Timothy Lewis



