# Minutes for Group\_3\_ Week commencing \_04/03/19\_ Date of this minute \_08/03/19\_\_

The following team members were present

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

**Task Reporting** (Progress from last Scrum Standup on 7/03/19. The team has adopted an agile approach to assist with the development of the game surning this sprint. They have chosen to briefly document standups in the interest of clarity to show who is working on what at the beginning of each day)

Name & Role (1):

* BM yesterday landedStartupSpace method V1 in Turn Engine – blocked await views menu method – Testing player class

Name & Role (2):

* CC – game admin class V1 completed yesterday (paired with DK)

Name & Role (3):

* TL Yesterday - Hire Staff method Blocker need Turn Engine needs to be implemented first

Name & Role (4):

* IF yesterday- listOwned() method in turn engine class and canDevelop() methods done – troubleshoot git and fix team gitlab/eclipse account

Name & Role (5):

* DK yesterday - troubleshoot git with IF – paired with CC for game admin V1 – build Game Engine Class V1

**Actions Planned** (Briefly list the actions required of each team member for the next week.)

Name & Role (1):

* BM today minutes/scrum master from scrum standup – V2 of landedStartupSpace() and V1 of purchaseStartup()
* NO BLOCKERS for todays tasks

Name & Role (2):

* CC today - V2 Game Admin paired with DK and will do V1 payLicenceFee() method
* NO BLOCKERS for todays tasks

Name & Role (3):

* TL today - doing views menu method today
* NO BLOCKERS for todays tasks

Name & Role (4):

* IF today- takeoverStartup() method
* NO BLOCKERS for todays tasks

Name & Role (5):

* DK today - Paired with CC game admin V2
* DK will also do terminatesGame() (in turn engine class)
* NO BLOCKERS for todays tasks

**Key Notes from Standup**

* All team members to now use eclipse to fetch from upstream, pull, and push to git to ensure merging and conflicts are managed