# Minutes for Group\_\_\_3\_\_ Week commencing \_04/3/19\_ Date of this minute \_\_05/3/19\_\_

The following team members were present

|  |  |
| --- | --- |
| Name (printed/typed) | Signature |
| Barbara Murtland |  |
| Colette Casey |  |
| David Kennedy |  |
| Ismael Florit |  |
| Tim Lewis |  |
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|  |  |
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Agenda: Agile scrum meeting, first sprint. As we are in the development stage of the project we are now using a more agile approach and have switched to daily scrum meetings as we complete our first sprint.

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

Name & Role (1): Barbara Murtland (Scribe)

* Paused report until game completion.
* Wrote the ‘ActionSpaceName’ & ‘Field’ enums & ‘Players’ class.
* Blocking issue- Cannot carry out further tests until game is further completed.

Name & Role (2): Colette Casey (Team member)

* Completed test plan
* Wrote “Dice” class – no blocking issues
* Started “GameAdmin” class – 70% complete.

Name & Role (3): Dave Kennedy (Team member)

* Wrote the ‘StartupSpace’ and ‘ActionSpace’ classes. Junit test carried out for ‘StartupSpace’– No blocking issues.

Name & Role (4): Ismael Florit (Team member)

* wrote the ‘StartupSpaceName’,‘Staff’ enums & ‘Board’ class. – no blocking issues.

Name & Role (5): Tim Lewis (Scrum Master)

* Completed userInput class. Fully tested the class in JUnit. – no blocking issues.

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

Name & Role (1): Barbara Murtland (Scribe)

* Work on ‘landedStartupSpace’ method in ‘TurnEngine’ class

Name & Role (2): Colette Casey (Scribe)

* Continue working on ‘GameAdmin’ class.

Name & Role (3): Dave Kennedy (Team member)

* Start working on ‘TurnEngine’ class – general.

Name & Role (4): Ismael Florit (Team member)

* Work on the ‘check if player can develop’ method as part of ‘TurnEngine’ class.

Name & Role (5): Tim Lewis (Scrum Master)

* Work on ‘hiresStaff’ method in ‘TurnEngine’ class