# Minutes for Group\_\_\_3\_\_ Week commencing \_04/3/19\_ Date of this minute \_\_08/3/19\_\_

The following team members were present

|  |  |
| --- | --- |
| Name (printed/typed) | Signature |
| Barbara Murtland |  |
| Colette Casey |  |
| David Kennedy |  |
| Ismael Florit |  |
| Tim Lewis |  |
|  |  |
|  |  |
|  |  |

Agenda: Agile scrum meeting, third sprint.

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

Name & Role (1): Barbara Murtland (Scrum Master)

* Completed V2 of ‘landedStartupSpace’ method and V1 of ‘purchaseStartup’ method in ‘TurnEngine’ class. Blocking issue – need ‘TurnEngine’ class to be implemented for it to fully work.

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

* Completed ‘GameAdmin’ class V2 (paired with Dave Kennedy).
* Started ‘payLicenceFee’ method in ‘TurnEngine’ class.

Name & Role (3): Dave Kennedy (Scribe)

* troubleshot git and fixed team gitlab/eclipse account following minor problems.
* Completed V2 of ‘GameAdmin’ class paired (with Colette Casey).
* Uploaded completed ‘GameEngine’ class to git.

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

* troubleshot git and fixed team gitlab/eclipse account following minor problems.
* Completed ‘listOwned’ method and the ‘canDevelop’ method as part of ‘TurnEngine’ class.

Name & Role (5): Tim Lewis (Team member)

* 80% completed the ‘viewsMenu method for ‘TurnEngine’ class.

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

Name & Role (1): Barbara Murtland (Scrum Master)

* Go over ‘purchaseStartup’ method and finalise code for V2.

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

* Continue working on V1 ‘payLicenceFee’ method in ‘TurnEngine’ class.

Name & Role (3): Dave Kennedy (Scribe)

* do ‘terminatesGame’ method in ‘TurnEngine’ class

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

* Work on the ‘takeoverStartup’ method as part of ‘TurnEngine’ class.

Name & Role (5): Tim Lewis (Team member)

* Finish ‘viewsMenu’ class.
* Update ‘UserInput’ class for Ismael. Add extra method and test.