# Minutes for Group\_\_\_3\_\_ Week commencing \_11/3/19\_ Date of this minute \_\_11/3/19\_\_

The following team members were present

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

**Apologies were made in advance for the absence of Dave Kennedy who had urgent family**

**business to attend. All information was passed on remotely.**

Agenda: Agile scrum meeting, fourth sprint.

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

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

* Completed V2 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 ‘payLicenceFee’ method in ‘TurnEngine’ class.

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

* Completed ‘terminatesGame’ method in ‘TurnEngine’ class.

Name & Role (4): Ismael Florit (Scrum master)

* Completed ‘takeoverStartup’ method as part of ‘TurnEngine’ class.

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

* Completed the ‘viewsMenu method for ‘TurnEngine’ class. Blocking issue – need to add methods that need called from the Menu. Cannot do this until other methods are complete.
* Updated ‘UserInput’ class and test.

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

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

* Go over section 1 of the report – requirement analysis.

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

* Revise Test plan
* Research Priestly ch5 and 6 for the project report
* Update UML class diagram

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

* Refactor code
* Integration testing

Name & Role (4): Ismael Florit (Scrum master)

* Regression test game requirement specific Junit tests.

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

* Edit and collate report appendices and go over report material.
* Update game guide for requirement analysis section.