# Minutes for Group\_\_\_3\_\_ Week commencing \_11/2/19\_ Date of this minute \_\_11/2/19\_\_

The following team members were present

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

Meeting Agenda: Look over all use case descriptions and prepare draft use case diagram.

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

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

* Completed final use case descriptions – “Start Game” and “Takes Turn”

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

* Completed final use case descriptions – “Purchases Startup” and “Lands on Runway”

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

* Completed final use case descriptions – “Hires Staff” and “Takes over Startup”

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

* Completed final use case descriptions – “Declares Bankruptcy”, “Verifies Choice” and “Views rules”

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

* Completed final use case descriptions – “Terminates Game” and “Ends Turn”
* Completed game guide.

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

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

* Compile all finalised use cases into one document and format.

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

* Research UML class diagrams and lecture notes on Chapter 6
* Prepare draft ideas for UML class diagram using game guide.

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

* Draw up draft use case diagram using finalised use cases and pass on to Ismael.
* Research UML class diagrams and lecture notes on Chapter 6

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

* Take draft use case diagram from Dave and create a final diagram on draw.io to present at next meeting.
* Research UML class diagrams and lecture notes on Chapter 6

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

* Update game guide following discussion with group on certain points.
* Prepare draft ideas for UML class diagram using game guide.
* Create Technopoly pricing guide.