# Minutes for Group\_ 7

# Week commencing \_18/02/19\_

# Date of this minute \_18/02/19\_

The following team members were present

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

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

Name & Role: IF

* Acting Scribe for this meeting

Name & Role: TL

* Acting Moderator for this meeting

Agenda:

* Review extension and inclusion points in Use Description documentation.
* Discover unidentified candidate classes through noun spotting in game guide.
* Build on existing Class UML diagram.

**Item 1: Review extension and inclusion points in Use Description documentation.**

* BM proposed that [View Menu] might require an inclusion to [Verify Choice.]
* DK/IF pointed that the inclusion happens outside of the realm of the [View Menu] choice. e.g.: Hires Staff extends [View Menu], and includes [Verifies Choice].
* The group decided against using an inclusion point on View Menu.
* BM confirmed that [Verifies Choice] should have no inclusion points, as it in itself is the inclusion point.

**Item 2: Discover unidentified candidate classes through noun spotting in game guide.**

* TL read through the game guide and the group paused on nouns that were class candidates.
* The following findings were made:
  + 1. **Staff** – became attribute of the StartupSpace class.
    2. **Player Name –** became attribute of the Player class.
    3. **Space –** candidate which became an abstract modelling class.
    4. **Resources** – gave way to the << IBalanceOperations >> interface
    5. **Tax** – sparked a debate on whether to implement a taxing system in the current iteration. It was decided against it; rolling a double only gives an extra turn in the current version of the game.
    6. **Winner –** BM proposed to develop a leader board system. Although the group was very interested in the idea, it was voted to implement in the second iteration.
    7. **InvestmentNI** – << IBalanceOperations >> should only contain monetary methods which can be called from other classes (e.g. TurnEngine)
    8. **Double Rent** – gave way to discussions on how to implement charging double the value of a StartupSpace. IF suggested to keep the implementation as percentage within the paysLicenceFee method.
    9. **LicenceFee** – became a method of TurnEngine
    10. **ColorGroup** – became an <<enum>> Field
    11. **View rules –** added to GameAdmin
        1. **Hint** feature to be printed in all user actionable calls.
    12. **Staff** – became an << enum >> Staff
    13. **TakeOver** – became a method of turnengine (takesOverStartup())
    14. **Bankrupt** – will be implemented in << IBalanceOperations >> under the processBalanceCalculation

**Item 3: Build on existing UML class diagram**

* The group built on the existing diagram, developing it to its first final draft. (View v.1.1.0)

Actions Planned

All team members to:

* Continue development of Class Diagram for discussion/sign-off at next meeting
* Prepare for sequence diagram development at next meeting

Name & Role (1): Barbara Murtland

* Finalise edit of the Use Case Descriptions document – standardising team submissions

Name & Role (2): Colette Casey

* Produce meeting minutes (14/02/19)

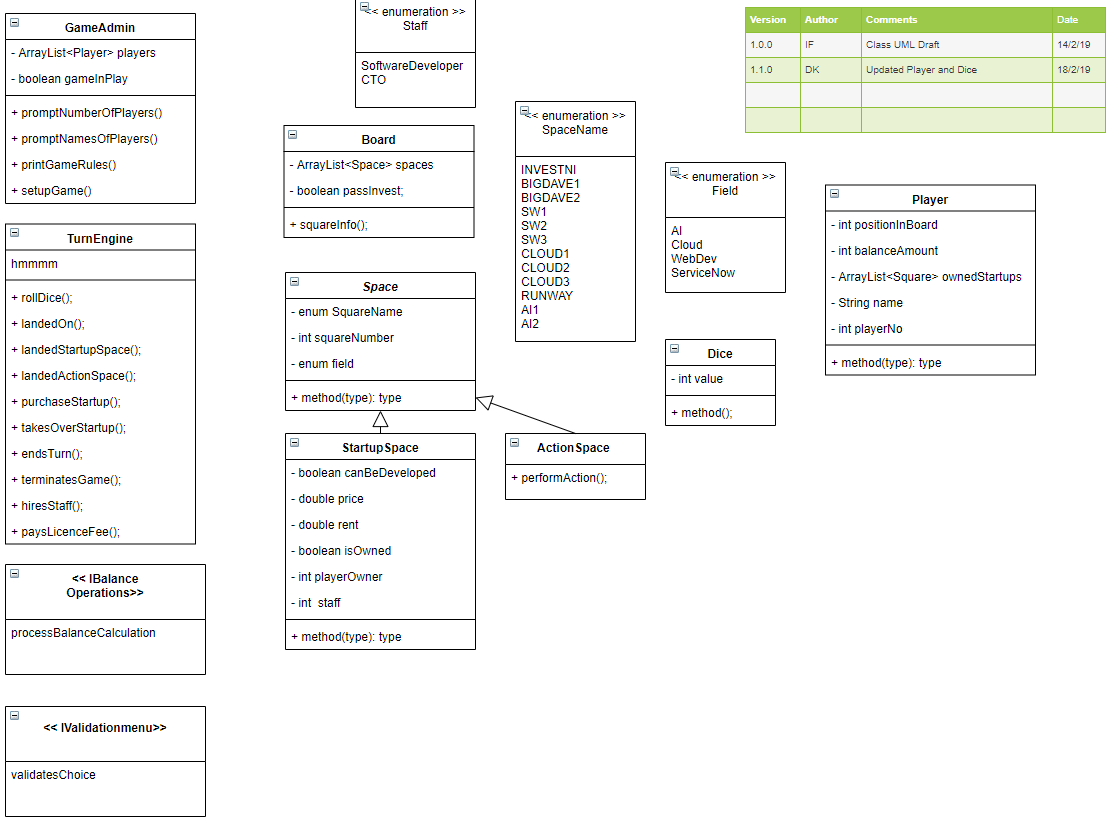
Name & Role (3): Dave Kennedy

* Continue development of Class Diagram

Name & Role (4): Ismael Florit

* Draw up the Class Diagram discussed to date and post to repository

Name & Role (5): Timothy Lewis

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