Software Engineering

Group Coursework Team Review Meeting

The purpose of this meeting is:

- To review progress.
- Ensure that any issues with the team are identified.
- Ensure that the team understand what they need to do to complete the work.
- Have a definite plan about how to complete the work.

This meeting does not form part of the assessment, but will form a written record that the teaching delivery team may refer to later when assessing team performance.

Team	5
Present	All
Review by	All
Date	17/03/2025

Quick checklist

How many sprints have you completed?	3, onto 4th
Have the sprints delivered a working prototype? (one from each sprint)	Yes
How many active members are in your team?	5
How many inactive members are in your team?	0

| Q1: What planning have you undertaken so far? (PERT/Risk/resources etc) |
|---|
| We have produced a Risk document that has been updated accordingly, similar to our PERT documents. We now have three PERT documents which build on each other. |
| Resource wise, we have physical monopoly boards and images to assist with design, have created flowcharts for the rules, behaviours, AI levels etc. |
| Along with this, we also had a look at working monopoly games online to get an idea of how it could look |

Q2: Have you been monitoring the Canvas discussion threads for updates from your customer?
Yes, we regularly review for any new questions and have asked our own questions also. The answers have been useful to our development.

Q3: What languages and tools have you selected for your implementation?

We have decided to use Python and Pygame to develop our game. This is because it was the most common language our group was able to use, and we all agreed that it would be the best way to produce the game. We considered other languages and tools, such as Unity, but chose against it.

Q4: Is there a <u>current</u> working prototype? If so, show it (use screenshots if filling this in offline).
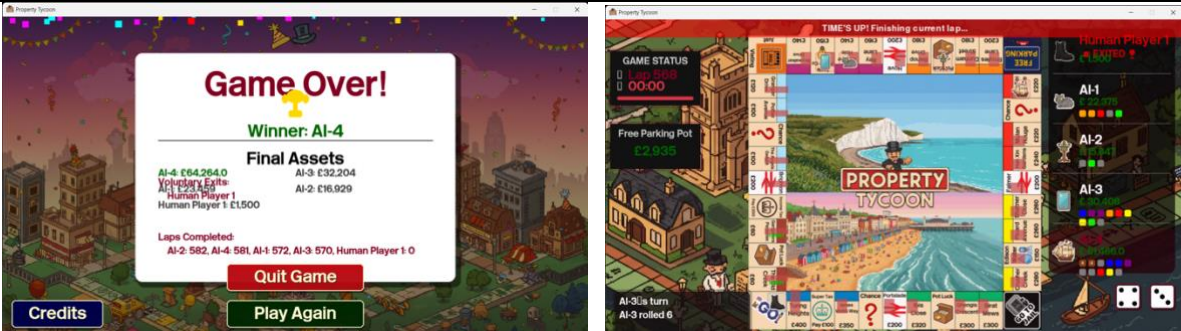
There is a working prototype, and the images provided are after letting AI play against each other for one hour using the abridged version of the game. They completed 568 without any bugs causing the game to finish prematurely.

There are still issues and bugs we need to fix however.

Q5: Are there any kind of other demonstrable elements yet? For example, visualisation mock-ups, class diagrams?

Yes, we have a few documents in our git repository dedicated to this.

Q6: Is there anything you need feedback for from your customer?

Not at the moment, and if there are, we have been asking at our seminars for answers, such as for advice on our sprint documents.

Q7: Are there any other factors that are having an effect of your team's ability to deliver on this group project?

Not that we can think of. The only adverse effects we have had is illness, public transport and other modules workloads allowing us less time to focus purely on the project. None of these have been drastically detrimental to our progress, and we have had no group issues.

March 2025