Chronological account

1. Not much work done, first formal meeting, first informal meeting.
2. Deadline for project plan. Appointed time manager as a solution to making sure deadline is being stuck to and hours worked is being recorded in a universal format. Appointed document manager to ensure work that we hand in as a group reads consistently and uses a uniform house style.
3. Establish a proper folder structure for SVN. Working pairs was appointed. Architectural design and HCI design was discussed in formal and informal meeting.
4. Coding begins on Model and View. Formal meeting reviewed progress. Controller person helps out with View.
5. Discussed ideas for D2. Prepared code and presentation for D2.
6. Code freeze. Rehearsal and presentation of D2.
7. Reviewed coding progress. Work begins on D3.

Easter vacation: no work was done.

1. Splitting /src folder into model and view is no longer a good solution as controller is starting to be developed. /src was refactored and everyone was informed and adapted in good time. Discussed the plans for D3, D4 and D5. Code review.
   1. Lesson learnt: be more specific at the planning/design stage: define folder structures for paper work and also define packages for coding.
   2. Lesson learnt: discuss plans for looming deadlines earlier to prevent coding or documenting rush.
2. Not establishing interfaces well enough made programming Controller hard. Brian had to communicate frequently with both Model and View people to get an idea of how those components work. Edward decided to make interfaces which needed another informal meeting to discuss with Brian. Rush to code up solution.
   1. Lesson learnt: be more specific in the Design stage: define interfaces well before coding begins.
   2. Lesson learnt: code review meetings need to be stricter about the amount of work done; not let other course works derail progress. Need to improve time management on an individual level.
3. Hand in for this document.