Chronological account

1. First formal meeting, first informal meeting. Plans for project plan discussed and jobs allocated. A lot of time was spent discussing hour allocation in meetings.
2. Deadline for project plan (D1). Appointed time manager as a solution to making sure deadlines are 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. Established a proper folder structure for SVN. Working pairs was appointed: Kelvin and Oscar on Model, Kristian and Edward on View and Brian on Controller. Architectural design and HCI design was discussed in formal and informal meeting. UML work begun.
4. Coding begins on Model and View by the working pairs. Formal meeting reviewed progress. Brian the Controller person helps out with View offering design consultancy as View is highly tied with Controller.
5. Discussed ideas for D2. Prepared code and presentation for D2. UML diagrams were finalised. A long library group meeting was held on the Sunday afternoon for this work to be done as a group because the presentation will be presented by the whole group and needs to be dynamic.
6. Code freeze. Final rehearsal and presentation of D2. Final rehearsal was done in an informal meeting an hour before the presentation so everyone knew what they are presenting and were fresh with the presentation in mind before the presentation.
7. Reviewed coding progress. Work begins on D3. D2 marks were received and met with approving nods all round from members of the group. Controller code begins. Confidence level was high.

\*\* Easter vacation: no work was done. \*\*

1. Splitting /src folder into model and view was no longer a good solution as controller is starting to be developed more. /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 groups 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.