# Meeting with the group *groupName*

**Agenda - 1:  25 November 2024**

**Member List:**

      M1: Enes Ak
      M2: İbrahim Cebecioğlu
      M3: Caner Kösem
      M4: Yusuf Cemal Karataş
      M5: Cemal Nişan
      M6: Muhammed Babelli

**Division of Labor for This Week:**

| R1M1 | Brainstorm | Draft | Elaboration | Revision | Final |
|---|---|---|---|---|---|
| **A. Use Case Diagram** | Team | Team | Team | Team | Team |
| **B. Use Case Narratives** | Team | M[6] | Team | Team | Team |
| **C. Domain Model** | Team | M[1:5] | M[1:5] | M[1:5] | Team |
| **D. SSD** | Team | Team | Team | Team | Team |
| **E. Operation Contract** | Team | Team | Team | Team | Team |
| **F. Vision** | Team | M[2:5] | M[2:5] | M[2:5] | M[1:5] |
| **G. Supplementary Specifications** | Team | M[2:5] | M[2:5] | M[2:5] | M[1:5] |
| **H. Glossary** | Team | M[2:5] | M[2:5] | M[2:5] | M[1:5] |
| **I. R1M1 Documentation** | Team | M[1] | M[1:5] | M[1:5] | Team |

**Plan for Next Week:**
We are refining our R1M1 document, incorporating the valuable insights and recommendations provided by our Assistant (that's you) to enhance its clarity and effectiveness.

**Division of Labor for Next Week:**

| Revising R1M1 | Brainstorm | Draft | Elaboration | Revision | Final |
|---|---|---|---|---|---|
| **A. Revising R1M1** | Team | Team | Team | Team | Team |

**Assessment of Success:**
Our initial plan was to complete the R1M1 document, and we successfully achieved that milestone. However, a few topics remain pending or require clarification, including minor details in the UML diagrams and certain terminology.

**Open Issues & Questions:**
➢ Question 1: Enchantment can be both on a tile, or in inventory. What is the correct way of connecting Enchantment to tile and inventory?
➢ Question 2: How should we name our player domain class (i.e. is Character better)? Is it okay as it is?
➢ Question 3: We want to see our future better! What is the best way of representing the arrow? Projectile or object?
➢ Question 4: Which distance method is better?
➢ Question 5: Do you have any general suggestions for our R1M1 document as in do's and don'ts?
  • Specifically, is our Use Case Diagram correct? Or should it include internal processes?
➢ Question 6: Is *gameName* a good game name?
➢ Queston 7: We would like to name the bag as inventory, not as bag as it is indicated in the document. We believe we can persuade stakeholders (this is Hakan Hoca) that naming the bag as inventory is better.
➢ Question 8: Is the scope of PlayGame the BuildMode?