Meeting 1 - Week 7 Practical

10/04/2024	11:30am-1:30pm	CSE/069

Attendees:

☐ Izz (MEDICAL ABSENCE)   ☑ Phil
☑ Michael   ☑ Tom
☑ Owen   ☑ Zachary

Progress:
- N/A (first week back)

Overview:
- Present our game to the cohort
- Watch the other groups' presentations
- Begin to decide which game we'll take over

Takeaways:
- We will most likely to pick group 16, but groups 15 and 19 are alternatives if we decide against it
- We need more time to look into the groups' deliverables, rather than solely choosing group 16 based on the game

Tasks:
- Everyone: Look into documentation for groups 15, 16 and 19 so that we can decide who to take over next practical

Meeting 2 - Week 8 Practical

17/04/2024	11:30am-1:30pm	CSE/069

Attendees:

- ☑ Izz
- ☑ Michael
- ☑ Owen
- ☑ Phil
- ☑ Tom
- ☑ Zachary

Progress:
- We've all had time to look into the groups' documentation and deliverables, so we're ready to pick our game

Overview:
- Finalise and send our choice of game to take over
- Create an initial list of assessment 2 deliverables

Takeaways:
- We chose group 16 as the game to takeover, and sent the email to do so
- We started thinking about assessment 2 deliverables as a group

Tasks:
- Everyone: Start thinking about which deliverables you'd like to be part of in assessment 2

Meeting 3 - Week 8 Extra Meeting

19/04/2024	11:30am-1:30pm	PZA/101

Attendees:

- ☑ Izz
- ☑ Michael
- ☑ Owen
- ☑ Phil
- ☐ Tom (MEDICAL ABSENCE)
- ☑ Zachary

Progress:
- We've picked group 16 to takeover, and since last meeting everyone thought about what they want to do in assessment 2.

Overview:
- Read the new game brief for assessment 2, figure out what the new requirements will be
- Make a plan for assessment 2, including initial assignment of roles and timings

Takeaways:
- We've decided (at least initially) who will be on every deliverable for assessment 2.
- We've created a plan on what needs doing for each deliverable
- Set up a kanban board to help track changes from assessment 1 deliverables

Tasks:
- Zack: Write up the week by week plan into a new work breakdown diagram and Gantt chart
- Zack, Michael, Phil: Start looking at the implementation
- Owen: Start looking at the continuous integration
- Tom, Izz: Start change report, primarily starting with requirements and risks, but also generally looking over all the documentation
- Michael: Start looking into testing

Meeting 4 - Week 9 Practical

24/04/2024	11:30am-1:30pm	CSE/069

Attendees:

☑ Izz   ☑ Phil

☑ Michael   ☑ Tom

☑ Owen   ☑ Zachary

Progress:
- Michael: Made initial attempts to set testing up
- Owen: Some progress made with CI and the CI report
- Phil: Added the new functionalities leaderboard and achievements
- Zack: Started creating new method selection diagrams
- Tom: Started tweaking the risk assessment document
- Izz: Started tweaking the requirements document

Overview:
- We'll simply update each other on progress, and start looking at which deliverables need more support
- Get group 16 to send us the docs versions of their assessment 1 deliverables (the pdf versions have problems when loading into google drive)
- Interview the client and show them the game so far, to get extra helpful feedback

Takeaways:
- We got the docs versions of group 16's deliverables
- We interviewed the client and got many new requirements that we can do to make the game as high quality as possible

Tasks:
- Michael, Owen: Continue looking into the testing setup
- Michael: Complete the new scoring algorithm
- Phil: Start adding new requirements given by the second client interview (in the practical room)
- Tom: Update the risk assessment and create a new spreadsheet for us to rate using
- Izz: Start creating a new state diagram
- Izz: Start adding new requirements to the assessment 1 deliverable
- Owen: Continue working on CI
- Zack: Keep working on method selection diagrams
- Zack: Start work on the new map

Meeting 5 - Week 10 Practical

01/05/2024	11:30am-1:30pm	CSE/069

Attendees:

- ☑ Izz
- ☑ Michael
- ☑ Owen
- ☑ Phil
- ☑ Tom
- ☑ Zachary

Progress:
- Michael, Owen: Created all asset tests needed for now
- Michael: New scoring algorithm complete
- Phil: Finished adding most of the additional requirements
- Tom: Finished the risk assessment and made a new risk rating sheet
- Izz: Created an updated state diagram
- Izz: Added new requirements
- Owen: Finished CI and first draft of report
- Phil: Reviewed CI report draft
- Zack: Finished method selection initial diagrams and tables
- Zack: Around 30% of the map complete

Overview:
- Start looking into user evaluation and at least pick a group to evaluate with next week
- Do the risk rating sheet to get severity and likelihood, and let everyone know which risks they'll need to monitor in the coming weeks

Takeaways:
- We've anonymously rated every risk, and now know the initial severity and likelihood for the new risk register
- We started looking into user evaluation, but will make our plan in an extra Friday meeting

Tasks:
- Owen, Phil: Finish the CI report, and finish any alterations to the CI implementation wanted
- Zack: Create map 1 and 2 with their activities
- Zack: Put people (NPCs?) on the map
- Owen: Start fixing the 2000 checkstyle violations we have in the code
- Everyone: Watch the user evaluation lecture before Friday meeting
- Anyone: Fix the game screen class, we need to start moving logic into separate classes so we can improve the architecture

Meeting 6 - Week 10 Extra Meeting

03/05/2024	1:30pm-3:30pm	PZA/023

Attendees:

- ☑ Izz
- ☐ Michael (Busy at roses, known in advance)
- ☑ Owen
- ☑ Phil
- ☑ Tom
- ☑ Zachary

Progress:
- Owen: Fixed a lot of the checkstyle violations previously in the code
- Zack: Made some progress on creating the map

Overview:
- Alter user evaluation documents as needed
- Create a user evaluation plan for the next practical

Takeaways:
- We now have a user evaluation plan ready for Wednesday

Tasks:
- All tasks from the previous meeting log still apply, additionally we have the new tasks below
- Owen: Convert the consent sheet to a google form
- Zack: Prioritise working on the main map parts we need for the user evaluation

Meeting 7 - Week 11 Practical

08/05/2024	11:30am-1:30pm	CSE/069

Attendees:

- ☑ Izz
- ☑ Michael
- ☑ Owen
- ☑ Phil
- ☑ Tom
- ☑ Zachary

Progress:
- Owen: Created the google form for consent
- Owen, Phil: Finished CI report
- Phil: Created a user evaluation branch that ends in only 2 days
- Izz: Requirements change report part written
- Zack: Needed map parts complete

Overview:
- Perform our user evaluation with the other group

Takeaways:
- We've performed user evaluation, this now needs writing up

Tasks:
- Tom, Izz: Start writing the User Evaluation deliverable up
- Zack: Formalise our persona and scenario for the User Eval document
- Michael, Owen: Continue working on testing
- Anyone: Keep working on removing parts from GameScreen so they can be tested, and we have an improved architecture
- Zack: Keep working on the 2nd map (city)

Meeting 8 - Week 12 Main Meeting

15/05/2024	11:30am-1:30pm	CSE/The Pod

Attendees:

☑ Izz   ☑ Phil
☑ Michael   ☑ Tom
☑ Owen   ☑ Zachary

Progress:
- Michael: Testing, refactoring time class
- Owen: wrote tests + report
- Owen: remade logbook
- Izz: user eval part A
- Tom: user eval part B
- Tom: user eval scenario
- Tom: change report intro

Overview:
- Progress update, make a final plan on how we'll complete the rest of the project
- Brief discussion on manual tests?
- If we have time, we could do the risk reassessment in the meeting?

Tasks:
- REMAINING TASKS:
- RISK MONITORING EVERYONE
- Website:
  - Populate
- Change Report:
  - Architecture
    - Class diagram - *Owen*
    - Write up - *Izz*
  - Method Selection - *Zack and Izz*
    - Write-up
    - Gantt charts
  - Add URLs
- Implementation
  - New map - *Zack*
  - NPCs - *Zack*
  - User eval fixes - *Phil*
  - Score / energy / time use balancing - *Zack*
  - Add achievements - *Phil*
  - Refactor screens (classes) - *Michael (In progress)*
  - Package - *Owen*
  - 3B - *Tom*

- ○ *Checkstyle issues - Owen*
  - ○ *Add a win/lose condition - Phil/Zack*
- Testing - *Michael and Owen*
  - ○ 4a review
  - ○ Many more classes to test (In progress)
  - ○ 4b
  - ○ Manual test
- User evaluation - *Tom*
  - ○ Integrate into document
  - ○ Rating system
  - ○ Expand on table slightly
- CI
  - ○ :)

Meeting 9 - Week 13 Main Meeting

22/05/2024	12:00pm-3:00pm	PZA/021

Attendees:

- ☑ Izz
- ☑ Michael
- ☑ Owen
- ☑ Phil
- ☑ Tom
- ☑ Zachary

Progress:
- Zack: Made second map
- Zack: made NPCs
- Zack: balanced scores / energy use / time
- Zack: fixed many bugs
- Zack: Wrote method selection and change report
- Tom: User eval done
- Owen: Progress on architecture
- Owen: finished all tests
- Michael: 90% refactored gameScreen
- Michael: Finished tests that worked
- Phil: achievements
- Phil: win lose condition
- Izz: architecture documentation

Overview:
- Implementation:
  - 3B (Tom)
  - Finish refactor if possible
  - Code review
  - Update credits
  - Compile
- Change report:
  - Requirements
    - Check table
    - Proof read
  - Architecture
    - Finish class diagram
    - Write up architecture deliverable
    - Write up change report
  - Method Selection
    - Proof read
  - Risk assessment
    - Proof read
    - Risk monitoring
- Testing:
  - 4B write-up *(DONE)*
  - 4C put in URLs

- - (Write more manual tests)
- User eval
  - Proof read
- CI
  - Done
- Website
  - Rearrange
  - All assess 1 deliverables
  - All assess 2 deliverables
  - **Gantt charts**
  - **Risk monitoring**
  - **Interview Structure**
  - Logbook
  - Architecture history
  - JAR
  - **Repo**

- PRESENTATION
- SUBMIT