

Meeting Minutes

Project Management

Timeline - Sequencing and timespan of Tasks

- Read through the specification and discuss among group to form epic stories and user stories (25/06/2021 - 29/06/2021)
- Put down any assumptions when writing user stories (25/06/2021 - 29/06/2021)
- Think about the structure of the backend and frontend (27/06/2021 - 30/06/2021)
- Draw UML classes and relationships (27/06/2021 - 30/06/2021)
- UI design (Layout of the game for different modes and game status) (30/06/2021 - 02/07/2021)

Timeline - Allocation of Tasks

- Create labels on the tasks for milestone 1
- Set due date for each task
- Write user stories according to the specification
- Revise other group member's user stories and check repetition
- Merge unnecessary epic stories
- Draw UML (Frontend and backend classes)
- Revise the relationship between classes in the UML
- UI design
- Writing meeting minutes
- Wrap up the project management

Meeting Minutes

Meeting 1

Date: 25/06/2021

Attendees: David Sun
Peiting Xie
Haoheng Duan
Yijie Zhao

Weilin Tao

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 9:30pm

Time of dismissal: 10:30pm

Total hour: 1 hour

Agenda:

- Go through the specification
- Rule out all the tasks for milestone 1
- Distribute the tasks to each group member
- Set due date for each task

Discussion:

- Create shared documents for epic stories and UML diagram
- Write as much user stories as possible
- Finish revising the user stories before 27/06/2021
- Plan for drawing UML and think of what classes we need
- Next meeting scheduled at 9pm 27/06/2021

Meeting 2

Date: 27/06/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao

Apologies: David Sun

Method of communication: Teams meeting

Time of commencement: 9:pm

Time of dismissal: 11: 30pm

Total hour: 2.5 hour

Agenda:

- Revise epic stories
- Go through the user stories and revise them
- Think about the structure of the backend and frontend
- Design UML and discuss about the relationships between each class
- Distribute UI design to each group member
- Set due date for each task

Discussion:

- Add more acceptance criteria
- Discuss different appearance of UI
- Next meeting scheduled at 8pm 30/06/2021

Meeting 3

Date: 30/06/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 8:pm

Time of dismissal: 10: 00pm

Total hour: 2 hour

Agenda:

- Revise user stories again according to the examples shown in lectures
- Put all user stories on gitlab
- Start UI design
- Added worldState and menu to UML diagram

Discussion:

- Set priorities to each user stories
- Add story points
- Add more edge cases to each user stories
- Create labels on gitlab
- Start UI design

Meeting 4

Date: 2/07/2021

Attendees: David Sun
Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 5:00pm

Time of dismissal: 11:30pm

Total hour: 6 hour

Agenda:

- Finish UML milestone 1

- Finish Frontent.PDF
- Finish Design.PDF
- Planning.pdf finished

Meeting 5

Date: 7/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 9:pm

Time of dismissal: 11: 30pm

Total hour: 2.5 hour

Agenda:

- Go through the specification of milestone 2
- Rule out all the tasks for milestone 2
- Distribute the tasks to each group member(task board)

Discussion:

- Allocate tasks
- Finish constructors of each class

Meeting 6

Date: 9/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 11:am

Time of dismissal: 12: 00am

Total hour: 1 hour

Agenda:

- Go through all the classes that had been finished and explain some specific things in our own part

Meeting 7

Date: 12/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 7:pm

Time of dismissal: 10: 00pm

Total hour: 3 hour

Agenda:

- Finish and assign items on the task board

Discussion:

- Decide what to implement in each class.

Meeting 8

Date: 14/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 9:pm

Time of dismissal: 10: 00pm

Total hour: 1 hour

Agenda:

- Finish unit tests on item class.
- Almost finish building/character/enemy classes.

Meeting 9

Date: 16/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao

Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 8:pm

Time of dismissal: 1: 00pm

Total hour: 3 hour

Agenda:

-Finish building/enemy unit tests

Meeting 10

Date: 18/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 10:am

Time of dismissal: 10: 00pm

Total hour: 14 hour

Agenda:

- Refactoring uml diagram.
- Finnish integration test
- Try to write mode
- Try to build the shop UI

Meeting 11

Date: 21/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 7:00pm

Time of dismissal: 10: 00pm

Total hour: 3 hour

Agenda:

- Determining the milestone 3 tasks of each team members(tests, more class and refactor the original code with more patterns, add shop interface,modes and music of the games)

Meeting 12

Date: 23/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 9 pm

Time of dismissal: 10: 00pm

Total hour: 1 hour

Agenda:

- Communicating the progression of each team member.

Meeting 13

Date: 28/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 6:35 pm

Time of dismissal: 7: 00pm

Total hour: 25 minutes

Agenda:

- Asking questions about tasks in milestone 3 and what can be improved from milestone two's work

Meeting 14

Date: 30/07/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 7:am

Time of dismissal: 11: 30pm

Total hour: 4 hour

Agenda:

- Finishing frontend of the battle by adding the enemies in battle.
- Finishing shop UI and 4 game modes.

Meeting 15

Date: 1/08/2021

Attendees: Peiting Xie
Haoheng Duan
Yijie Zhao
Weilin Tao
David Sun

Apologies: Null

Method of communication: Teams meeting

Time of commencement: 2 pm

Time of dismissal: 12: 00pm

Total hour: 10 hour

Agenda:

- Refactoring uml diagram.
- Finnish integration test
- Finish mode
- Finish shop

- Finish milestone 3's work and submit.