Taking minutes

**Agenda for the team meeting [Project].**

Location: Drebbelweg

Date: 07.03.2023

Time: 15:45

Attendees: Alani Rafael, Daga Aryan, Ioannou Andreas, Purice Victor, Rokoma Anastasia, Zambarta Eirini

***Summary of the meeting:***

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| ***No.*** | ***Topic*** | ***Content Discussed*** |
| ***1*** | **Our progress** | We are behind with the project. Next meeting is in 2 weeks from now.  Most people have already finished their tasks so we plan to discuss what we have to do next. |
| ***2*** | **Issues** | There are usually 2-3 issues per user story. Issues may seem like they take a long time, but they are completed much faster than they seem. |
| ***3*** | **Milestones** | Next week we will receive further valuable feedback on our milestones, so we should take a look at it and try to improve our project.  We should have one milestone/sprint per week. Create the milestone in git and when we make an issue, we should sign in the milestone. |
| ***4*** | **BuddyCheck** | Do the buddycheck until Friday! It is very important. Try to not fight each other and to write constructive feedback. |
| ***5*** | **Code reviews** | The comments we add to merge requests. Have minimum 2 reviewers. Those two people should read the code and add comments on it. The coder should improve the code based on the feedback. All this should be done before the branch is merged. |
| ***6*** | **Failing Builds** | Build the project before you push it to gitlab (make sure your code compiles locally!!!) |
| ***7*** | **Testing UI** | Test the server itself, the client and server methods.  We should use Mockito to test the controller. This is not an important component, so don’t bother too much if it’s taking too long.  Try to do unit tests.  You need Mockito for the database |
| ***8*** | **Git assignment** | If someone has failed the git assignment, the deadline is on Friday. If you miss any deadline in the project, you have to do a very difficult repair assignment which is heavily recommended to be avoided. |
| ***9*** | **Testing multiple users** | Open multiple instances on the same computer in order to test. We cannot try it with different computers. |
| ***10*** | **Account** | To create accounts, we need to work with spring security which is very difficult (it would be a very advanced feature) and thus having a password is not recommended. |
| ***11*** | **Q&A sessions** | We should have asked more questions in the qna questions, which is where they answer questions about the product. Now it may not be possible to get answers. |
| ***12*** | **Frontend and Backend** | It is heavily recommended to work in parallel between frontend and backend, since it would be two times faster than working on one side at a time. |
| ***13*** | **What to do now?** | Try to start working on the code. It will be messy and have bugs in the beginning, but with time, it will get easier and we will get the hang of it. |
| ***14*** | **Communication** | It is better to work in person, especially in the beginning. Try to meet up more and spend time to figure out the code. The classes we have now will end up completely changed. But for now, we should just try having something that works. |