Meeting Minutes

MEETING

TIME/DATE: 11:15 pm 2nd July 2021

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

AGENDA:

Check in

• Create Timeline

What else we have to do

MINUTES:

- Hayley added in the spawn enemy strategy into the UML and cleaned up UML
- Jasmin and Genie created user stories and added to git
- Genie has written in a bunch of assumptions
- Ethan finished front end design
- Stand up meetings will be on Monday, Wednesday Lab and Friday
- The implementation is set up so that two people work on every epic
 - One day for writing tests
 - Alternate who writes tests to who writes implementation

ACTION ITEMS:

- Everyone look over all documents before submission
- Clone the repo before next meeting

MEETING

TIME/DATE: 3:30pm 29th June 2021

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

AGENDA:

What progress has been made

- Set up gitlab for user stories
- Delegate the rest of the work

MINUTES:

- Hayely has created a first draft of UML diagram
 - Explained UML walked through it all
 - Need tutor feedback
 - Add in more observers
 - Character position observer
 - Need to add in classes
 - Village, barac classes
 - Simplify strategy
- Ethan, Jasmin and Genie wrote some basic user stories
 - Need to fix them up and put them under epics
 - Order it by priority
 - Need to restructure it
- Git lab is set up
 - Go through how they set up in lecture
 - Need to copy and move user stories
- Need to redo UML to clean it up once we get tutor feedback
- Need to finish low fi interface
- Clean up user stories

ACTION ITEMS:

- Hayley Clean up UML
- Ethan low fi interface
- Jasmin and Genie user stories and assumptions
- Next meeting go through timeline

MEETING

TIME/DATE: 6pm 28th June 2021

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

AGENDA:

Delegating parts of the assignment

- Setting deadlines for completing milestone 1
- Setting up different folders and files
- Working together on UML

MINUTES:

- Read through assignment spec together
- We want to create UML together first
 - Went through and created all the different type of classes that we want there to exist
 - Need to go through top to bottom and how to connect them
- How to structure a user story:
 - As a Human Character, I want blah..., so that Blah
- Created Assumption file, add to it whenever you find things which are not 100% clarified in the spec

ACTION ITEMS:

- Everyone have a think about how to connect the classes in the most efficient way
- Everyone write 10 user stories pick topics no one has written yet

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday		
Week 5	Stand Up		Stand Up		Stand Up				
			UI Design	UI Design				Ethan	
	UML Design	UML Design		UML Design				Hayley	
		User Stories		User Requirements				Angeni	
		User Stories		User Requirements				Jasmin	
Week 6	Stand Up		Stand Up		Stand Up				
	Character Movement (Test)	Game State		Game Statistics (Test)	Basic Items	Basic Items			
	· · · · · · · · · · · · · · · · · · ·	Game State		Gold (Test)	Basic Items	Basic Items			
	Game State (Test)	Character Movement		Basic Items (Test)	Gold				
	Game State (Test)	Character Movement		Basic Items (Test)	Game Statistics				
Week 7	Stand Up		Stand Up		Stand Up				
	Selling Items (Test)	Enemy Movement	Refactor UML & Code	Battle (Test)	Building Spawning	Placeable Buildings			
	Enemy Movement (Test)	Selling Items		Building Spawning (Test)		Placeable Buildings			
	Selling Items (Test)	Enemy Movement		Building Spawning (Test)	Item Types (Test)	Goals (Test)			
	Enemy Movement (Test)	Selling Items	Refactor UML & Code	Battle (Test)		Item Types			
Week 8	MILESTONE 2 DUE		Stand Up		Stand Up				
	Goals								
Week 9	Stand Up		Stand Up		Stand Up				
Week 10	Stand Up		Stand Up		Stand Up				
	MILESTONE 3 DUE								