# Meeting summary – 08.02.2021

In this meeting we firstly talked about what code we were going to finish and push in the first obligatory assignment. We addressed which tasks and which goals we were supposed to have reached during this week. After the goals were identified we informed our other members of what we had been doing since our last meeting on Thursday 4.02.2021 and the progress. Therefore, we had an overview of what we had been doing, what was done, and what we must do to achieve the demands set by the obligatory assignment 1. We updated the project board on GitHub in according to our current progress in the project.

Beyond the first obligatory assignment, we agreed upon how we wanted to approach the multiplayer problem in the future. Even though we had some code setup for this already, we agreed on not pushing this code to Github during this interval. We chose to rather focus more on the tasks at hand ensure that we have solved these optimally before moving forward.

# Meeting summary – 11.02.2021

In our end of the week meeting, we firstly created an overview over our progression. We mapped what had been done, what needed to be done, and updated the project board accordingly. After updating each other on what had been done and coming on board about our current situation we started on this meetings agenda. During our meeting we talked about the retrospective on our assignment, what had been gone well, and what had not been going as well. Furthermore, we touched upon the next assignment and what our expectations and thoughts were in regard to that.

# Retrospective summary

During our retrospective discussions we found out that there were many aspects of the collaboration that had gone well. Among these were the fact that we had throughout the weeks found time to meet up when we could and that those meets ups were productive. Furthermore, team leader has seen that all members have been dutiful about their tasks and the assignments have been done to the proposed time. We believe that much of this success was due to productive talks in the start of the collaboration. We talked much of our abilities and weaknesses and therefore had a good understanding of which roles would be best assigned by to who. Due to these positive experiences, we feel that we have reached the expected progress at this stage of the assignment. The product fulfils the demands that were set for this iteration. We believe that in the next iteration we will include the rest of the points on the MVP list. However, some improvements can be made on how we apply OOP principles, and we wish therefore to be better at this in the iteration. Furthermore, we did not experience code with me as satisfactory and would therefore look for other pair programming tools. Another change we wish to do in the developing of the next iteration is making it so that every member must accept a certain change to the repository. We wish to do this to encourage that everyone updates themselves regularly on the code that is being written and therefore have better overview of the project and its development.

## Competencies and Roles

Shahez – Team leader – Primary responsibility ensure that the work is being done and fix the administrative tasks around the task. Competencies: Teamwork, leadership.

Jonas. Competencies: Naturally inclined towards coding, Java, Python, good communication skills.

Steffen. Competencies: Computer security, python.

Rolf. Competencies: Proficient in several types of languages including python and Java. Good understanding of the practical side of servers.

In regard to the roles, we wanted to become better known with each other before assigning any specific practical roles in regard to the coding. Therefore, everyone has some responsibility for everything. During the first iteration this has worked well but will be put up for revaluation for the next iteration.