

MEETING MINUTES

Meeting/Project Name:	Property Tycoon	
Date of Meeting: (MM/DD/YYYY)	14/04/2020	
Minutes Prepared By:	Vivien	
1. Meeting Objective		
<ul style="list-style-type: none"> - Open questions - Reflection last week - what worked well, what didn't work - Sprint planning next week 		
2. Attendance at Meeting		
Name		
Jiao, Haotian (Hallton)		
Wang, Mingfeng (Foret)		
Tang, Zhenyu (tang)		
Neumann, Vivien		
3. Agenda and Notes, Decisions, Issues		
Topic	Owner	
Open questions: <ul style="list-style-type: none"> - We have already implemented buying houses and hotels, right? Because this feature is not mentioned in one of our Sprint Documents - it is done (Sprint 3 or 4) → yes, it was already implemented in Sprint02 - Use Case Diagrams 		
Reflection last sprint: <ul style="list-style-type: none"> - Everyone improved their code documentation - Diagrams: Use Case Diagrams for alle Task Cards is enough for now. - Foret is improving the class diagram to an UML-diagram - Each of the 'class boxes' in the class diagram can be reused for more specific class diagrams (showing all attributes and methods) 		
Next sprint: <ul style="list-style-type: none"> - Functions: <ul style="list-style-type: none"> - Re-sell property, houses and hotels - Player leaves game - Pay rent - Testing - GUI 		
4. Action Items		
Action	Owner & due date	
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5. Next Meeting (if applicable)		
Date: (MM/DD/YYYY)	17/04/2020 - 1pm	
Objective:		