MEETING MINUTES

Meeting/Project Name:	Property Tycoon	
Date of Meeting: (MM/DD/YYYY)	26/03/2020	
Minutes Prepared By:	Vivien	

1. Meeting Objective

- Open questions
- Reflection last Sprint - what worked well, what didn't work
- Features for Next Sprint

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: - Jail class to store people who are in jail and release people - Should we have a bank class? → already implemented (at least parts of it) - "I think it would be better if I am responsible for class design and you guys tests,GUI and so on? maybe i need a person to help me" → We should design the classes as a group, so we don't miss any features etc - Do we need a card class? - Change the Board class so it loads the properties from the excel document rather than hard-coded - Is it possible to make jail a function EX:gotojail?	

Learnings from Sprint 2:
- **Communication** should be improved:
  - More daily reports to share our current work status (Summary Channel in Discord)
  - One call per week is enough to do the Sprint reflection
- More **deadlines**:
  - We set deadlines for our tasks (during the Sprint reflection call)
  - Team Leader is responsible for checking whether the deadlines are achieved and asks for status updates
- Establish common pattern when **changing code** (so the next person knows what has changed, who has changed it and why)
- **Standard for writing comments** within code and **documentation** including how exactly methods work, especially when changing other's code/class	

Features for Next Sprint: - Auctioning - Player can make a bid - Mortgage - Player can mortgage a property with the bank - Free Parking - Player pays fines and collects money when on free parking space - Player passes Go - Enhance GUI	

4. Action Items

Action	Owner & due date
- Task Cards Sprint 3	

5. Next Meeting (if applicable)

Date: (MM/DD/YYYY)	02/04/2020	

Objective:	