Minutes

Date: Monday 6th February 2012

Start Time: 5:00pm Finish Time: 5:45pm

Meeting Subject: Customer interview prep & initial analysis discussion

Attended: Rob Johnson Absent: Mark Merriman

Oliver McCarthy Andreas Nicolaou Mark Purser Joanne Robert Eleanor Shakeshaft

Ben Watt

Progress:

Rob as project leader will lead the client interview, however all members of the group are expected to attend – particularly the analysis team who will be helping Rob the most.

All members are happy to code the program in Java.

Andreas has made a good start on making the website.

Actions:

Each member of the group will read through the customer requirements and think about questions to ask at the meeting. A thread will be made on the forums for members to post possible questions. A couple of subjects brought up:

- What does the client mean by "visualise"? Do they just want text or a simple 2D representation or a complex 3D world? What colours? Style? Start/pause/save game/speed options?
- How should players upload their ant brains? Networked game?
- Can there be a way of users (beginners) to pick different ant brain attributes and the software to create the ant brain for the user instead of them needing to upload code?

Rob to email Mark M.

Eleanor to organise website hosting and the web directory this week.

Everyone to look at and contribute to the Project Plan document that needs to be handed in on 23rd February (week 7).

Analysis Team to start looking at and contribute to the 1 document that needs to be handed in on 12th March (week 10): **Requirements Specification**

Quality Assurance Team to start looking at and contribute to the 1 document that needs to be handed in on 12th March (week 10): **Acceptance Criteria**

Design Team to start looking at and contribute to the 1 document that needs to be handed in on 12th March (week 10): **High-Level Design Specification**

Next Meeting(s): Friday 10th February 2012: Client meeting

Monday 13th February 2012: Catch-up meeting