Agenda for the team meeting OOPP Group 58.

Location: PC1 backroom

Date: 29-3-2022

Time: 14:45-15:17

Attendees: Maosheng Christopher Stefan Ivan Shashwat Borislav Oskar

Agenda items

Opening by Chairperson

No minutes.

Announcements

No announcements.

Approval of the agenda

Agenda is good.

[Demo]

[Sprint review]

Complete should/could haves.

More features don't necessarily improve the grade.

Pipelines: Too many red pipelines.

Add project readme.

Project graded: should run out of the box

[Next sprint]

Polishing stuff, mostly visual aspects. Add sounds.

Video: Just present the product. Present that we implemented all of our features.

[Feedback]

Probably passing grade!

Distribution of work: Very ok right now!

Split the GameController, it's too large.

> *- Make static methods class*

> *- Make server-util-class*

More CSS.

Number of comments under the merge requests is low.

Commits are too large.

Describe merge requests in description.

Presentation for Oskar + someone from course staff.

This was the last meeting.

Any questions?

No questions.

Closing

No minutes