

Meeting Minutes: Group 6

Meeting Type: Weekly review

Meeting Date: 01/05/18

Meeting Start Time: 16:00

Meeting End Time: 16:40

Attendance:

Atiqul Islam

Matt Mead

Ollie Bland

Robert Levy

Adam Moussa

Absence:

Progress:

- Model (almost) complete, need to start working on the GUI and testing
- Designs complete
- A lot of going backward and forward while creating the code for our software; advantageous to us because it helped us learn more about the topic to produce better results

Jobs:

- **Adam:** Work on the Card GUI
- **Atiqul & Robbie:** Create unit tests for the model
- **Ollie:** Write documentation for the classes
- **Matt, Adam, Ollie:** Plan how the GUI will be created and structured.
- **Everyone:** Start writing out some sections for the report

Discussion:

- Ensure documentation is up to standard, so sufficient unit tests can be created
- Basic GUI designs for different parts of the game need to be created, but not yet fully working together
- We have underestimated the amount of time it will take to produce the code for the software and so we are a bit behind schedule according to our pert chart
- Start looking at what we have done over the course of the project so far and think about what sort of things would be included in our report, using the marking scheme as reference.

- Report layout to be created with subheadings: Planning, Requirements, High level design, Low level design, Code, Software documentation, Introduction, Conclusion

Next Meeting: TBA