

Meeting Minutes: Group 6

Meeting Type:

Preparatory Briefing

Meeting Date:

14/02/18

Meeting Start Time:

12:10

Meeting End Time:

12:50

Attendance:

Atiqul Islam
Adam Moussa
Robert Levy
Matt Mead
Ollie Bland

Absence:

No absentees.

Progress:

- No progress yet carried out.

Actions:

- Each team member familiarized themselves with GitHub in preparation to develop software in the future.
- Each member also browsed through the project specification.

Next Meeting:

TBC

Discussion:

- Responsibilities and Preferences:
 - As a group, we discussed what job roles there are within this project.
 - We also discussed what the strengths of each member is and discussed what job roles each member would like to take on.
 - Each member would be responsible to be able to get their job done.
 - Still yet to be finalized.
- What use of language:
 - Java:
 - Java would be a good choice for us as we are all familiar with java. This means that if any of our coders need something checked, we would all be able to help.
 - Java 8 would be our choice as java 9 is not fully functional on NetBeans.
 - NetBeans will be our IDE of choice.
 - Libraries:
 - We would choose Java FX as it is newer than swing.
 - Java FX will provide us with newer features and will improve the readability of code.
- Document types:
 - Use a variety of document types. But mainly for planning we will use Google Docs.
 - Google Docs provides accessibility for everyone, allows us to collaborate/edit documents and allows us to import and export flexibly.
- Being able to create a pert chart.
 - Our program of choice to create our pert chart would be draw.io.
 - Draw.io provides us with numerous amounts of tools and shapes to be able to create our chart.
 - Also, if we save our charts as an xml file and upload it to the repository, it allows other members to view and edit the chart.
 - When uploading the final copy, we will save the chart as a PNG. (no further editing)
- Code breakdown:
 - The code breakdown can be found on the wiki of our GitHub.

- Documentation:
 - We discussed that documentation would play a key part within this project. So, everything that we do, we agreed to document it and upload it on the GitHub.
- We discussed about changing the Excel spreadsheet which contains the data to xml. This was because Java has good libraries that can read xml files.
- We all agreed to collectively make a list on what could change on the Excel spreadsheet which contains the data.
 - This is because we want to keep our design flexible so that if any changes do occur, it shouldn't be too hard to change.
- We should create a list of what needs to be clarified about what keeps the spirit and integrity of the game.
 - i.e. is there unlimited houses and hotels or is there a limit
- Adapt the game data sheet so that it will be more readable for us.
- Game design:
 - 2D
 - Top down
- Risk analysis:
 - Sort out what can be a risk within the project.
- How the application is to be laid out.
- Meeting Times:
 - On our GitHub wiki, there is a page on which each member can put down three time slots on which they are free to have a meeting.
 - Once every member has stated when they are free, we will see which time slot suits all of us.