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 to 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 sprit 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.