Minutes for group meeting 1

Group 04 – "MultiPainter"

Date and location: Feb 22nd, 2024 at the Library study room 296

Present: Hunter Beach, Colton Leighton, Aiden Trujillo, Matthew Gardener, Thomas Rotchford

Missing: None

Facilitator: Thomas Rotchford

Archivist: Hunter Beach

Scrum master: Colton Leighton

Project repo:

https://github.com/ThomasRotchford/CS386-2024-multiPainter

Activity tracker:

https://docs.google.com/spreadsheets/d/1k_Ddci07JBphozZY25Jxe7VHrcLbBTRGaaPFtW-F99Y/edit#gid=414978427

Start: 4:00

Finish: 5:00

Recap of last week

- **Thomas + Matthew: work on server**
- **Hunter: work on MMMVP, Initial product ideas**
- **Aiden : studying React**

Agenda

- ● **Recap of Past week's goal + activity tracker?**
  - ○ **React Tic Tac Toe 1/5**
  - ○ **The product statement & Position went well**
  - ○ **Use Case Diagram went well**
  - ○ **Use Case Descriptions**
  - ○ **User Stories**
  - ○ **Update Git Hub Tracker**
  - ○ **MMMVP**
- ● **Recap of how they went: all topics above went well**
- ● **Agile Poker**

- - **Made about 20 coding goals**
    - **Gave them each a priority**
    - **Gave them each an estimate**
    - **Made plans on in what order to do things**
    - **Made plans to divide up tasks by workload**
  - **What we want as an MVP by next week**
    - **Working, presentable for class**
  - **Activity tracker for next week**

Goals for next week summarized

- **Hunter: clean up code, remove old sections, add comments, start presentation**
- **Thomas: get code on server, work on templates and saving**
- **Matthew : get code on server, work on templates and saving**
- **Aiden : get code into react, get the color working on board**
- **Colton : working on templates and saving,**

01. The first item

Deliverables: we talked about how the tasks from last week went and created new tasks for this week to begin developing the game based on the MMMVP prototype.

02. Second item

Agile Poker: We wrote down tasks on notecards assigned a priority and time estimate to them and assigned the specific assignments to a few people in the team. Some people have individual assignments and some are shared. After doing this, we added our tasks to the issue tracker.

X. Retrospective

(i) Appreciations: We appreciate that we organized our tasks so we can get started coding. I Hunter the archivist, appreciated getting lots of help from Colton on meeting minutes.

(ii) Successes: We played the Agile Poker Game and assigned the tasks to everybody. We also all made the meeting

(iii) What didn't go so well: Nothing.

(iv) Barriers: We haven't started coding much yet so we do not have much to focus on besides assigning tasks. Possibility issues if two people try to work on code at once. Or if one section of code doesn't work

(v) What we should try next time: Diving into the code so we can focus on issues and fixing bugs.

Y. Planning of the next steps

Week 5							
Start powerpoint	Documentation	5		Hunter	1		Ongoing
work on powerpoint	Documentation	5		Everyone	10		Planned
Get game on server	Development	5		Thomas	2		Planned
Hunters Code cleaning Tasks	Design	5		Hunter	6		Planned
Aiden react Tasks	Development	5		Aiden	4		Planned
Matthew Tasks	Development	5		Hunter	4		Planned
Colton Tasks	Development	5		Colton	4		Planned
Thomas Tasks	Development	5		Thomas	4		Planned
Templates	Development	5		Thomas, Mathew	6		Planned
Meeting 5 (Colton, Hunter, Thomas)	Coordination	5		All	5	5	Done