

Meeting Minutes

Meeting number:

Date: 26/03/2019

Duration: 60 minutes

Attendees:

Soëtare Garcia, Pablo Ernesto

Marcos Martin, David

Cabria Fernández, Julio

Sanz Calvar, Juan Luis

Agenda (items to be addressed):

Today, in the se meeting we have checked if we have achieved to make all the work planned for the first week. However, we have some problems making the game structure opaque, so we need to continue working on that part. On the other hand, we have finished the inventory and link module, and the new data file works correctly.

Therefore, we address new work for this week, we need to add the new commands, modify the existing modules to adapt them to the new functions and start commenting everything in the correct way to make doxygen

Addressed items and decisions taken	Responsable and due date
Structure opaque	Sanz Calvar, Juan Luis
New comands	Cabria Fernández, Julio
Modify existing mdules	Soëtare Garcia, Pablo Ernesto
Doxygen	Marcos Martin, David

Meeting feedback. Issues to improve:

After the meeting, we think that we would be able to finish the game module for this week. Moreover, we think that we could do the rest for the job for this week and that the following week we would be able to finish the Iteration 3.

Items to address in the next meeting: For the next meeting in the following week we will see if we have solve the problems with the opaque structure and if there has emerged more problems. Moreover, we will address new work and try to finish the practise

Date: 05/04/2019