Agenda

**Agenda [Week 3]**

Location: Drebbelweg PC-Hall 1

Datum: 15/02/2022

Time: 13:45 - 14:45

Attendees: Daniel Franke, Hanna Heinczinger, Janek Bryczkowski, Marina Escribano Esteban, Pavlos Markesinis, Ionut Liviu Moanta

**Agenda-items**

13:45-13:50 **Opening by chair**

How things went this week, what we got done, talk about the meeting we had on Thursday.

13:50-13:55 **Check-in**

How everyone did individually.

13:55-14:00 **HCI Assignment, the prototype/design**

Inform the others where we are, Daniel and Janek can talk about the design, ask how we should conduct the evaluation with another team, what the draft should already include. Also brainstorm what more the design should include.

14:00-14:05  **Code of Conduct**

Report back on what we did, reflect on the assignment

14:05-14:10 **Git**

Question whether we should clean up the unused branches, and also how to do that.(Marina) Are the backlog issues appropriate on gitlab?

14:10-14:15 **Game**

Question about the leaderboards(Janek), 2 leaderboards. The type of questions our game should include. Also the 20 activities we have to upload in the shared repository.(Week 4!!)

14:15-14:20 **Summary** **action points –** *Who, what, when?*

* Code of conduct
* Backlog
* Design, prototype

14:20-14:30 **Feedback Round**

Everyone evaluates, how they did this week, individually and as a team member.

**Question Round**

Questions about JavaFX, Spring…

**Closure**