Agenda

**Agenda [Week 7]**

Location: Drebbelweg PC-Hall 1

Datum: 22/03/2022

Time: 16:45 - 17:45

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

**Agenda-items**

16:45-16:50 **Opening by chair**

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

16:50-16:55 **Check-in**

How everyone did individually.

16:55-16:00 **Solo Player**

Saturday Evening we finished the solo player part of the application. There might be a couple finetuning that needs to be done but for the most part it is finished.

16:00-16:05  **Multiplayer**

We started with the Multiplayer part of the game. We implemented websockets so that question can be sent by the server. We started on displaying the question correctly.

16:05-16:10 **Time scheduling**

We made a spreadsheet which contains the time spent on every issue so that it is clear how much everybody worked during the week.

16:10-16:15 **Final Presentation**

What do we need to do for the final presentation of OOPP? And when will it take place/ will we receive the schedule.

16:15-16:20 **Sprint 3**

* Work on Multiplayer
* Finetuning Solo Player
* Code refactoring?
  + Rethinking the flow of the game

16:20-16:30 **Feedback Round**

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

**Question Round**

Anybody has questions?

**Closure**