Agenda

**Agenda [Week 8]**

Location: Drebbelweg PC-Hall 1

Datum: 29/03/2022

Time: 13:45 - 14:45

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

**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 and Saturday.

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

How everyone did individually.

13:55-14:00 **Multiplayer Functionalities**

This week we mainly work on the multiplayer functionalities and updated the design. Emoji reactions were added, we fixed the waiting room lobby, we implemented the basic leaderboard functionalities, also JavaDoc was added to the code, images were implemented and also new websocket messages were added to the application for the emoji reactions.

14:00-14:05  **Other than coding**

What else should be done after closing all the issues on the official backlog

14:05-14:10 **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.

14:10-14:15 **Red/Yellow flags**

What do we need to improve now that we are almost done with coding? Any advice on we should improve? Any yellow or red flags that we should take into consideration?

14:15-14:20 **What’s next**

* Finish Multiplayer
* Finetuning the design
* Unit Testing
* Pop-up window when closing the application
* Last joker & Leader Board implementation

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

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

**Question Round**

Anybody has questions?

**Closure**

**NOTES MEETING 29/03/2022**

**TO-DO**

* Finish Leader Board screen by fetching users and their points from multiplayer + halftime leader board
* Images on multiplayer working on all clients
* Waiting room updated in multiplayer when a user joins

**PRESENTATION**

20 minutes for interview, we should be able to explain everything

**DEADLINES**

Buddy check coming up

8th  April finish coding – focus on official backlog

Practice of video for next Tuesday at 14:00pm at library for unofficial feedback – show how you play the game and explain how things are working in the background

Official video for 8th April

**FLAGS**

We need JavaDoc throughout all classes

Definition of Done for most issues

Testing: fully covered in commons, client side test arithmetic methods, no need to test server side with mocking/mockito