

Meeting: 27th February 2018

Meeting Type: Weekly Meeting

Team: Team 

Meeting Start Time: 12:50pm (**Guy** was 20 minutes late)

Meeting End Time: 2:00pm

Attendance

- Pete: Yes
- Sam: Yes
- Liam: Yes
- Guy: Yes
- Elliot: Yes

Agenda

- [1 min] Check meeting attendance and acknowledge absences.
- [10 mins] Check progress since last meeting, mark which tasks are complete and which are still outstanding (and reasons for their delay).
- [15 mins] Discuss and review **PERT chart**.
- [15 mins] Discuss and review **use case + flow diagrams**.
- [15 mins] Discuss and review **UML + sequence diagrams**.
- [15 mins] Discuss and review **wireframes**.
- [10 mins] **Pete**: Explain ideas for using Travis
- [5 mins] Assign actions to be completed for next meeting.
- [2 mins] Set a date and venue for the next meeting, acknowledge potential absences for the coming week.
- [N/A] Additional comments

Progress

General

- Read the requirements analysis and offer feedback. 

Pete

- Create UML diagrams (class diagrams). 
- Create sequence diagrams. 

Sam

- Create PERT chart. ✗
- Make the gantt chart scale linear. ✓
- Create unit testing task for front and back end within the development stage in the gantt chart. ✓

Liam

- Create use case diagrams. ✓
- Email the client with requests for clarification. ✓

Guy

- Create flow chart diagrams. ✗

Elliot

- Create wireframes. ✗
- Create UML diagrams. ✗
- Create sequence diagrams. ✗

Notes

- **Sam** is away from 28th until 6th.
- **Liam** has updated the requirements analysis with the client's clarification.
- **Pete & Elliot** thinks that the requirements analysis need to be more fine-grained, not so general. We speak about this with **Liam** and decide it will be easier.
- **Sam's** PERT chart is still outstanding, we will need this to better evaluate how behind we are at the moment.
- We go over new dates for outstanding tasks.
- We talk about **Liam's** use-case diagram.
- **Pete** mentions about creating data-file/database symbols to signify external resources.
- **Elliot** asks whether use-case diagrams need to have cycles, we decide that there should be an "end-turn" node to signify the end of the player's turn. **Liam** says that it's good as we can't link back out of the diagram to another player to signify their turn.
- **Pete** shows his class diagrams. Explains that **Elliot** and he will begin putting together documentation to help explain methods.
- **Guy** mentions using a new approach to denote property ownership (maybe each player has a colour as well as a token). He also says the same for property cards, do they need to be cards?

- **Liam** and **Pete** mention that they think that there should be a variable amount of tiles on the board.
- **Guy** brings up the possibility of using Electron to help do the front-end. We talk about it but decide it might be too much effort and strain on our knowledge.
- We all discuss the issues of how to view information about the board. Do we want a zoomed in view (**Elliot & Guy** say yes)? Can we fit all info on zoomed-out board (**Pete & Sam** say yes)? **Pete** questions whether it is worth doing from the client's perspective. **Sam** doesn't think so. **Guy** says that many other similar games have this ability to zoom in. **Guy** suggests we research it by creating various mockups, we can ask non-team members with non-leading questions. Mockups will be needed for each idea and a questionnaire needs to be produced. Results will be analysed and it will guide a decision.
- **Pete** tells us about Travis, which will allow us to have automated testing of the software at repository level. Pushes will fail if Travis fails. He has researched the advantages between CircleCI, Jenkins and TravisCI and has determined Travis is best.

Actions

General

- Go over PERT chart and distribute tasks. Identify critical paths.

Pete

- Write documentation.
- Finish class + sequence diagram.

Sam

- Complete PERT chart.
- Create graphic designs.

Liam

- Categorise requirements.
- Create class diagrams (AI).
- Add end-turn node to use case diagram.

Guy

- Create flow diagram.

- Zoom-in questionnaire.

Elliot

- Write documentation.
- Finish class + sequence diagram.
- Finish wireframes.

Next meeting

The next meeting will be on: 6th March 12:30pm at Outside Chi-1 Lecture theatre. Sam will not be attending as he is away.