

Meeting: 3rd April 2018

Meeting Type: Weekly Meeting

Team: Team 

Meeting Start Time: 1:00pm

Meeting End Time: 2:00pm

Attendance

- Pete: Yes
- Sam: No
- 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] Review **trading amendments**.
- [15 mins] Clean up **Trello board**.
- [2 mins] Set date and venue for **next development session**.
- [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

- Plan next development session. [YES]

Pete

- Update class diagrams and JSON data file for trading. [YES]
- Continue with Game Engine development. [YES]

Sam

- Update designs for trading. [NO]

Liam

- Contact client to clarify when trading should be allowed. [YES]
- Continue with Game Engine development. [NO]
- Update requirements for trading. [YES]

Guy

- Continue with Game Engine development. [YES]

Elliot

- Update wireframes for trading. [YES]
- Continue with UI development. [YES]

Notes

- We discuss the client's clarification about the trading opportunity - it is as expected.
- We begin reviewing the trading amendments. **Liam** has updated the requirements.
- **Liam** also highlights that on the abridged version there is a time limit per turn.
 - **Elliot** will need to update the wireframes to incorporate this.
- **Liam** highlights that the auction process should be private-one-bid.
 - **Guy** will need to update the flowchart to incorporate this.
- **Liam** tells us that turning on trading needs to be an option at the game setup.
 - **Elliot** will need to add this to the wireframes.
- **Elliot** shows us the changes to the wireframes.
- **Pete** shows us the changes to the class diagrams.
- **Pete** says he's going to skip adding UI classes to the diagram until later when him and **Elliot** can go over it together.
- We begin cleaning up the Trello board.
- We agree to have a development session on 9th April starting at 11am, we will also hold our next meeting at the same time.
- **Elliot** asks whether there could be some additional help with UI development as there are many remaining tasks
 - **Liam** says he can help after the AI development is complete.

Actions

General

- Meet for development session on 9th April.

Pete

- Update JSON save data to include “is trading on” boolean.
- Give **Sam** a GitHub training session.
- Continue with Game Engine development.

Sam

- Complete graphics work.

Liam

- Continue with AI development.

Guy

- Update flowchart to incorporate private one-bid auction system.
- Complete user research.
- Continue with Game Engine development.

Elliot

- Update wireframes to incorporate abridge turn-based time.
- Update wireframes to incorporate game setup trading option.
- Continue with UI development.

Next meeting

The next meeting will be on: 11am on 9th April on Campus