

# Meeting: 17th April 2018

**Meeting Type:** Weekly Meeting

**Team:** Team 

**Meeting Start Time:** 2:00pm

**Meeting End Time:** 2:40pm

## 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] Review **graphics**.
- [10 mins] Review **development work**.
- [10 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

- Meet for development session on 9th April.

### Pete

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

## Sam

- Complete graphics work. [NO] - Player pieces

## Liam

- Continue with AI development. [YES]

## Guy

- Update flowchart to incorporate private one-bid auction system. [YES]
- Complete user research. [NO]
- Continue with Game Engine development. [YES]

## Elliot

- Update wireframes to incorporate abridge turn-based time. [YES]
- Update wireframes to incorporate game setup trading option. [YES]
- Continue with UI development. [NO]

## Notes

- **Sam** is happy with his design work for the board, happy with everything else. Wants to discuss player pieces (& animation)
- **Pete** and **Liam** think that they are extremely close to finishing the game engine and AI respectively.
- **Elliot** says that the UI is still very far off.
- **Elliot** says realistically he can't continue with UI development until next week. **Pete** suggests Sam finishes off the main menu screen.
- We see **Sam's** boards design.
  - **Guy** suggests that the dice animation could be a little more realistic.
- We discuss the development work so far.
  - **Guy** has been working on the tiles, etc. He will be discussing a few bits with **Pete** and **Liam** later today.
  - **Sam** says that he's ready to begin his UI work. He and **Elliot** agree to meet on Sunday to make a lot of needed progress with the UI. **Elliot**'s to see if he's free.
  - **Elliot** says that he doesn't feel like he can get his UI work done for the 26th.
  - **Sam** thinks that we should simply try our best.
  - We float with the idea of getting an extra person to help with the UI.

- **Elliot** asks how the other team quantified how long specific tasks will take. **Pete** says there aren't any officially documented things but there are some messages he can share. **Elliot** says to **Sam** that we can try and quantify the task time estimates beginning of the UI session on Sunday.
- **Pete, Guy & Liam** will decide who can help with UI in their meeting later today. They will update **Sam** and **Elliot**.
- **Liam** says that the AI is almost done - it should be complete by the end of the week.

## Actions

### General

- Pete, Liam & Guy: Let Sam + Elliot know about their UI availability.

### Pete

- Book meeting room 1 for next meeting.
- Finish game engine development.

### Sam

- Design: create player pieces.
- Upload designs to Google Drive (/Trello).
- Meet for UI session on Sunday.

### Liam

- Finish AI development for end of the week.

### Guy

- User research - lets get this off the list.
- Finish game engine development.

### Elliot

- Make availability for Sunday session.
- Meet for UI session on Sunday.

## **Next meeting**

The next meeting will be on: 23rd April at 11am in Meeting Room 1