

Meeting: 23rd April 2018

Meeting Type: Weekly Meeting

Team: Team 

Meeting Start Time: 11:00am

Meeting End Time: 11:40am

Attendance

- Pete: Yes
- Sam: Yes
- Liam: Yes
- Guy: No
- 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).
- [10 mins] Review **development work**.
- [10 mins] Clean up **Trello board**.
- [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

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Pete

- Finish game engine development: saving. [YES]

Sam

- Finish main menu screen elements by end of today. [YES] - player pieces remaining

- Continue with UI (complete for Friday). [NO]

Liam

- Integrate the setup game menu screen with GameEngine. [Sam did this instead]

Guy

- Help with UI on Wednesday. [NO]
- Finish game engine development: cards. [YES]
- User research [YES]

Elliot

- Create board template elements. [NO]
- Continue with UI (complete for Friday). [NO]

Notes

- **Elliot** asks whether there is worth in him and **Sam** jumping onto the report & testing documentation and coming back to the UI, given the delays.
 - **Pete** says that he and **Liam** have made a start on these, including a documentation website.
- **Elliot** says that he doesn't have enough time to give to the UI to make a tangible contribution. He worries that we will be in the same position next week.
- **Pete** asks what is remaining in the UI. **Sam** doesn't believe that there is much left to do. **Pete** says that **Sam** could lay out the elements and then he and **Liam** can fill out the functionality.
- **Sam** says that laying out the UI elements should be done by Wednesday.
- **Liam** requests another meeting later this week.
- **Elliot** asks what else is remaining for our submission:
 - UI development and documentation
 - Class diagram updates
 - Report
 - Testing documentation
 - Peer marking
- **Pete** talks us through the report.
 - **Sam** says if he finishes the UI he will go through the report and make it look nice.

Actions

General

- Arrange meeting

Pete & Liam

- Meet about the report.
- Connect UI to GameEngine.
- Write documentation on the website.

Sam

- Create player pieces.
- UI development: create UI elements.

Guy

- Update class diagram.
- User research (alpha / beta testing)
- Connect UI to GameEngine.

Elliot

- Continue with UI development.
- Sort out the documentation website “node_modules” issue.

Next meeting

The next meeting will be on: Thursday 10am