

# Meeting: 2nd May 2018

**Meeting Type:** Weekly Meeting

**Team:** Team 

**Meeting Start Time:** 10:00am

**Meeting End Time:** 10:50am

## Attendance

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

- Arrange meeting [YES]

### Pete & Liam

- Meet about the report. [YES]
- Connect UI to GameEngine. [N/A]
- Write documentation on the website. [YES]

## Sam

- Create player pieces. [YES]
- UI development: create UI elements. [NO - in progress]

## Guy

- Update class diagram. [In progress]
- User research (alpha / beta testing) [User research - YES]
- Connect UI to GameEngine. [N/A]

## Elliot

- Continue with UI development. [Negligible]
- Sort out the documentation website “node\_modules” issue. [YES]

## Notes

- **P&L** have written about half the report.
- Documentation for GE & AI is complete.
- **Sam** has not completed the UI elements yet, its still in progress. Remaining is player locations & right hand side.
- **Elliot** asks whether we still want to try to complete it for the deadline.
- **Guy & Sam** ask if **Elliot** has more time to give to UI development.
- **Elliot** says that he can't promise any more time on it due to other constraints.
- **Guy** asks what more UI work is remaining.
- **Sam, Guy & Pete** all have other coursework to do also, **Elliot** suggests we look at other options: command line interface or a UI that doesn't match the designs.
- Options:
  - a. Continue trying to create UI that matches graphics and risk a bad presentation on Tuesday
  - b. Build a UI that doesn't match the UI but still shows off the GE & AI.
    - Sam says two to four days to finish the current board work and at least two to build out the basic UI
- **Pete** suggests that the right hand side code be table view of players & amount of money. **Elliot** says initial it shouldn't have extra functionality. **Guy** will create this right hand side.
- **Pete** asks **Sam** to leave TODO comments to help make GameEngine.
- We agree to leave the program in the same state as it is for presentation for submission.
- **Pete** asks if we are happy for GitHub & Trello to be public. Everyone is happy with that.
- **Elliot** says we should get together on Wednesday to collectively sign off on the report.
- We then go through the Trello.

- **Guy** shows us his work on the user research.
- **Elliot** will put together the slides for presentation:
  - a. Opening slide
  - b. Designs
  - c. List functionality (emphasis the AI)
  - d. Show game
  - e. Encountered risks (Pete burgelled & Sam illness)
  - f. Implementation (Java, JavaFX, Trello, Travis, GitHub)
  - g. Evaluation (what went wrong, what could've been done differently)

## Actions

### General

- Arrange time on Wednesday to go over report and sign off.

### Pete & Liam

- Finishing off the report
- Linking up GameEngine after Sunday
- Write documentation for UI (& testing)
- Write user & technical guide.

### Sam

- Put player pieces on Google Drive
- Finish up left hand side of board for Sunday.

### Guy

- Creating basic right hand side of the board.
- Write paragraph on JSON for report.

### Elliot

- Push board-right updates.
- Write paragraph for UI testing for report.
- Putting together presentation slides.

## **Next meeting**

The next meeting will be on: Monday 11am in Meeting Room 1.