

Meeting: 20th March 2018

Meeting Type: Weekly Meeting

Team: Team 

Meeting Start Time: 1:00pm

Meeting End Time: 2:00pm

Attendance

- Pete: Yes
- Sam: No (Absent due to illness)
- 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 **software and testing documentation**.
- [10 mins] Discuss **documentation**.
- [15 mins] Review **development work** so far.
- [5 mins] Assign actions to be completed for next meeting.
- [2 mins] Set a date and venue for the next (development) meeting, acknowledge potential absences for the coming week.
- [N/A] Additional comments

Progress

General

- Review team allocations next meeting. ✓
- Discuss **software and testing documentation** next meeting. ✓

Pete

- Hold a GitHub introduction session for **Sam**. ✗
- Begin GameEngine development. ✓

Sam

- Finish graphic designs by creating small UI elements: dice, tokens, menus, corner tiles, cards, etc. ✗
- Begin UI development. ✗

Liam

- Begin AI development. ✓

Guy

- Begin GameEngine development. ✓

Elliot

- Begin UI development. ✗

Notes

- We begin by discussing **Sam**'s absence (due to illness). He will be recovering for a while, so we talk about his outstanding tasks. We decide for the moment that we will be able to continue as planned. **Elliot** will make a start on the UI development alone and catch **Sam** up when he's ready to work again. **Sam**'s remaining design tasks are for smaller UI elements which aren't needed immediately.
- We then briefly discuss **Liam**'s updates to the documentation. He tells us that he has added short comments to the beginnings of each class document. He asks that we each check through the documentation for next meeting.
- We then review the development work so far.
- **Pete** tells us that he has subbed out most of the classes for the game engine and shortly will begin creating tests.
- **Elliot** mentions uncertainty about how to test the UI, he says he will look into software like Selenium.
- We also briefly discuss the client's potential to add property trading to the project specification. For now we decide to wait until we know for certain, so **Liam** suggests getting in contact with the client to clarify.

Actions

General

- Check **Liam's** updates to the documentation.

Pete

- Continue game engine development

Sam

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Liam

- Ask client for final decision on trading.
- AI development: set up tests

Guy

- User research.
- Finish off flowchart.
- Game engine development: card and tile functionality.

Elliot

- Research UI testing.
- Finish off sequence diagrams.
- UI development: Set up classes and testing.

Next meeting

The next meeting will be on: 29th March at 2pm in Lab 1