

Software Engineering G6046

Record of a team meeting n1

Team Number	31
Names of team members present	Nguyen, Giulia, Rashnah
Meeting format	Discord call
Date and time	09/02/2021 at 14:50
Meeting co-ordinator	Rashnah

This is the first meeting.

1) Issues discussed at this meeting

- Introduced ourselves to each other
- Quickly went through the assignment guidelines and what we have to plan out
- Learning about the rules of Clue! for who doesn't know the general rules
- What language the code should be in
- How to divide the workload on general terms
- When the assignment should be finished
- How to contact each other

2) Decisions agreed at this meeting

- Came up with a general plan for the assignment
- Decided on the language to be used: Python
- Decided to make the code structure diagram on Google Slides and shared the template on our Discord server
- Decided to write code for each rule by the end of February
- Agreed on putting all of the code together by the end of March
- Possible deadline given to ourselves to finish the coursework: 30th of March

3) Date of next meeting

15/02/2021 at 3pm

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Record of team meeting n2

Team Number	31
Names of team members present	Giulia, Nguyen, Rashnah
Meeting format	Discord
Date and time	15/02/2021 at 4pm
Meeting co-ordinator	Nguyen

1) Issues discussed at this meeting

- Went through the criteria document and discussed what would be easier to get lots of points for and what would be more difficult
- How to document the process of the assignment
- Went through the specifications in order to find and mark down the object variables for the code and the mechanics to implement for each specification on general terms (e.g: how to shuffle cards)
- Discussed what the possible difficulties we would have to face while writing the code

2) Decisions agreed at this meeting

- Decided to have a fixed meeting day: Monday but in case it's not possible, make sure to meet at least once every two weeks to check progress
- Decided on what we should especially tackle and focus based on the criteria document (so code, testing, documentation particularly)
- Decided to make a PERT chart to keep track of the process and share these records of the meetings on the Discord server
- Agreed on noting down things on the shared specifications document in case we wanted to point something out or add any input to it (especially on how to write it down as code)
- Agreed that the main difficulties are: designing the interface for the game, writing the code for the cards and their mechanism.

3) Date of next meeting

22/02/2021 at 3pm

END

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Record of team meeting n3

Team Number	31
Names of team members present	Giulia, Nguyen, Rashnah
Meeting format	Discord
Date and time	03/03/2021 at 3pm
Meeting co-ordinator	Nguyen

1) Issues discussed at this meeting

- Quick recap on what we need to work on: start working on the code, make and gradually update UML class diagram as we code, check and keep updating the PERT chart
- Quick recap on progress made so far
- Discussion on how to code the different objects and methods
- Discussion on whether we should stick to Python or use Java for the code
- Discussion on changing chosen IDE from NetBeans to another one and possibly using GitHub

2) Decisions agreed at this meeting

- Agreed on sharing classes between ourselves and updating the code in the Discord chat to have a general idea of the project outcome and avoid confusion. Also, to help each other if needed.
- Shared personal emails in order to have shared documents for everyone to modify
- Decided to switch to Java for the code because everyone in the team is comfortable with it.
- Agreed on using GitHub

3) Date of next meeting

18/03/2021 at 3pm

END

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Record of team meeting n4

Team Number	31
Names of team members present	Giulia, Nguyen, Ore
Meeting format	Discord
Date and time	18/03/2021 at 2pm
Meeting co-ordinator	Nguyen

1) Issues discussed at this meeting

- Further discussion on IDE to use, using BlueJ/IntelliJ instead of NetBeans
- Divided classes for each person in order to separate them into sprints and come up with requirements
- Discussion on difference between players and person cards, also for weapons and rooms
- Not making a Card class but rather reference an object like weapon or room
- Implementing a main game class to initialise the game at the end and use it to call, create and link everything else
- Using a superclass for all the objects (for weapons, people, rooms)

2) Decisions agreed at this meeting

- Class division (Ore: person class & agreed to make the class diagram; Nguyen: game main level, interface; Giulia: room, dice; Rashnah: weapons and cards)
- Implementing a main game class to initialise the game at the end and use it to call, create and link everything else
- Agreed that level class will do most of the work using player class methods and shared document in google doc to add things to the classes as we make them
- Agreed on keeping each other updated on the code via group chat so we can still work together even without having a meeting
- Decided to use BlueJ since its interface is relatively easy to work with and everyone in the team has used it before.

3) Date of next meeting

30/03/2021 at 3pm

END

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Record of team meeting n5

Team Number	31
Names of team members present	Nguyen, Rashnah
Meeting format	Discord
Date and time	06/04/2021 at 4pm
Meeting co-ordinator	Nguyen

1) Issues discussed at this meeting

- Walkthrough of code we had so far and discussion on how to reference and link each class
- Went through the code for the board and checked how the general view of it would be like
- Checked what classes and methods are missing in order to see what else should be put into code for the project to fully work
- Discussion on minor shortcomings and problems to deal with
- Further discussion on difficulty of GUI and how to possibly tackle it
- Checked the additional requirement again to make sure that the code we have until now adheres to the requirement

2) Decisions agreed at this meeting

- Decided to have further meeting the next day to put everyone's code together and see how it works
- After pointing out that there's issues when trying to generate random cards so decided to work on that.
- Agreed on working further on the additional requirement

3) Date of next meeting

07/04/2021 at 5pm

END

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Record of team meeting n6

Team Number	31
Names of team members present	Giulia, Nguyen, Ore
Meeting format	Discord
Date and time	07/04/2021 at 5pm
Meeting co-ordinator	Nguyen

1) Issues discussed at this meeting

- Progress with the interface
- Discussion on issues with the code that need to be fixed
- Discussion on use of string tagging
- Discussion on spawning points and initialising the player's first spawn point
- Discussion on method that would return a player's current coordinate
- Discussion on different way to deal with the accusation feature (whether we should keep it as a class or find another way to deal with the feature)

2) Decisions agreed at this meeting

- Referenced and linked all methods
- Added array of spawn coordinates
- Added a compareCards method in the person class
- Agreed on perfecting and finishing the classes completely by next week in order to put them together, since they're still having issues once put together

3) Date of next meeting

16/04/21 at 3pm

END

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Record of team meeting n7

Team Number	31
Names of team members present	Giulia, Nguyen, Ore, Rashnah
Meeting format	Discord
Date and time	16/04/2021 at 4pm
Meeting co-ordinator	Nguyen

1) Issues discussed at this meeting

- Put together the code to check whether it works fine
- Discussion on what could be fixed to fix issues
- Program kept breaking, therefore had to figure out a way to make sure it would work
- Progress with GUI
- Making sure original Clue! Board aligns with GUI button grid

2) Decisions agreed at this meeting

- Got the program to work and decided to start testing the program again
- Decided to start testing GUI once done with GUI code

3) Date of next meeting

20/04/21 at 3pm

END

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Record of team meeting n8

Team Number	31
Names of team members present	Giulia, Nguyen, Ore, Rashnah
Meeting format	Discord
Date and time	25/04/2021 at 3pm
Meeting co-ordinator	Nguyen

1) Issues discussed at this meeting

- Went through the full code together again and checked for further shortcomings
- Checked how the GUI works
- Walkthrough of documentation collected until now
- Discussion on how to write the report

2) Decisions agreed at this meeting

- Agreed on submitting the project in the next few days
- Agreed on having a shared document for the report for everyone to view and edit
- Agreed on having a last meeting the day of submitting the project to go through the full completed projects and review it for one last time with both the completed code and documentation

3) Date of next meeting

27/04/21 at 3pm

END

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Record of team meeting n9

Team Number	31
Names of team members present	Giulia, Nguyen, Rashnah
Meeting format	Discord
Date and time	29/04/2021 at 12pm
Meeting co-ordinator	Nguyen

1) Issues discussed at this meeting

- Went through all documentation and read through every report to fix anything that clearly explained
- Checked code and whether it properly works
- Checked GUI interface and how it works to see whether there are still any issues to go over
- Added further evidence that was missing to the report e.g drafts of the button for the interface.

2) Decisions agreed at this meeting

- Agreed on submitting the project during the day after everyone has checked the zip file we need to submit.

This is the last recorded meeting.

END