

Minutes and Activity Sheets

Contents

1	Introduction	2
2	Minutes	3
2.1	Meeting 1	3
2.2	Meeting 2	3
2.3	Meeting 3	4
2.4	Meeting 4	4
2.5	Meeting 5	5
2.6	Meeting 6	6
2.7	Meeting 7	6
2.8	Meeting 8	7
2.9	Meeting 9	7
3	Activity Sheets	8

1 Introduction

During this project, minutes were taken at every group meeting. The group would often meet immediately after a seminar, and also would meet on Thursday when necessary. Activity sheets were also filled out by each member of the team, describing the work each member did during that week.

2 Minutes

2.1 Meeting 1

Meeting Type: Initial meeting.

Meeting Date: 18/02/16

Meeting Start Time: 15:09

Meeting End Time: 15:52

Attendance: Regan, Sam, Dan, Arsalan, Kea.

Absence: Jeremiah.

Progress: First meeting, everyone had quickly read the project brief.

Actions: All — read project description, write notes, split it into major tasks. PERT-chart done by 28/02/2016. Read about Git and GitHub.

Next Meeting: 23/02/2016 14:00

Additional Comments: Decided to test, comment and document the project as we go. Talked about timetable, 3 weeks to get all requirements done, 6 weeks for coding and testing. Possible risks: trains being late, people not showing up, incompatible environments or OS this can be solved by using Java, losing files or corrupt data solved with GitHub, requirement changes. Decided our management is democratic decentralised. Going to use Slack and Github.

2.2 Meeting 2

Meeting Type: After-seminar progress meeting.

Meeting Date: 23/02/16

Meeting Start Time: 14:00

Meeting End Time: 14:15

Attendance: Regan, Sam, Dan, Arsalan, Kea, Jeremiah.

Absence: -

Progress: Checking progress on each PERT chart developed by each team member.

Actions: All — Continue PERT chart development, read briefing. Jeremiah — phase plan. Sal — organisation plan. Dan — conflict resolution plan, peer assessment plan. Kea, Regan — functional requirements. Sam — non-functional requirements, domain requirements.

Next Meeting: 01/03/2016 14:00

Additional Comments: -

2.3 Meeting 3

Meeting Type: After-seminar progress meeting.

Meeting Date: 01/03/16

Meeting Start Time: 14:00

Meeting End Time: 14:20

Attendance: Regan, Sam, Dan, Arsalan, Kea, Jeremiah.

Absence: -

Progress: Ensured all team members are on-track with their tasks as assigned on 23/02. Group discussion resolving clarifications/queries with tasks. Discussed potential high-level models of the system.

Actions: All — continue working on assigned tasks.

Next Meeting: 08/03/2016 14:00

Additional Comments: -

2.4 Meeting 4

Meeting Type: After-seminar progress meeting.

Meeting Date: 08/03/16

Meeting Start Time: 14:00

Meeting End Time: 14:10

Attendance: Regan, Sam, Dan, Arsalan, Kea, Jeremiah.

Absence: -

Progress: All successfully completed assigned tasks (as per 23/02 meeting). On-track.

Actions: All — experiment with potential high-level models for the system to share with the group at the next meeting on Thursday.

Next Meeting: 10/03/2016 15:00

Additional Comments: -

2.5 Meeting 5

Meeting Type: Review meeting to merge work on high-level project model.

Meeting Date: 10/03/16

Meeting Start Time: 15:00

Meeting End Time: 15:50

Attendance: Regan, Sam, Dan, Arsalan, Kea, Jeremiah.

Absence: -

Progress: Had each created a basic high-level model for the system.

Actions: All — create lower-level model (add potential attributes, operations, add aggregation, abstraction etc.) from our starting point high-level model to merge at/after the seminar next week.

Next Meeting: 15/03/2016 13:00

Additional Comments: Need to clarify at some point - what kind of game statistics do we take? Order for turns — decided to flip which team goes first each turn [EDIT - clarified later, ants move according to their identifiers which are allocated at the start of the match].

2.6 Meeting 6

Meeting Type: Design plan and PERT chart development meeting.

Meeting Date: 15/03/16

Meeting Start Time: 14:05

Meeting End Time: 14:30

Attendance: Regan, Sam, Dan, Arsalan, Jeremiah.

Absence: Kea (unwell).

Progress: All discussed actions and attributes of the model classes created so far. Assigned Regan as developer of 'core program'. Created plan for Git usage - probably use one 'master' branch for everything and a separate one for when the GUI is developed.

Actions: All — Design models - lower level - look up and implement one each, based on current high-level design on GitHub.

Next Meeting: TBC.

Additional Comments: -

2.7 Meeting 7

Meeting Type: Review meeting with Kingsley.

Meeting Date: 05/04/16

Meeting Start Time: 13:00

Meeting End Time: 13:55

Attendance: Kea, Sam, Dan, Arsalan, Jeremiah.

Absence: Regan.

Progress: Discussed progress so far, in particular the sequence diagrams of the planning phase.

Actions: Jeremiah — UML - World. Sal — Revise sequence diagrams. Dan — UML - Cell. Kea — UML - Brain. Regan — UML - Core. Sam — UML - GUI, fix PERT chart.

Next Meeting: 12/04/2016 13:00

Additional Comments: -

2.8 Meeting 8

Meeting Type: Seminar meeting.

Meeting Date: 12/04/16

Meeting Start Time: 13:00

Meeting End Time: 13:55

Attendance: Regan, Sam, Dan, Jeremiah.

Absence: Arsalan, Kea.

Progress: Progress in finalising class diagrams. Updated PERT chart. Sal finished sequence diagrams.

Actions: All — from last week, class diagramming tasks were assigned. These have a hard completion deadline of Thursday - after which point development will start. Sam and Jeremiah — do draft of test specification (again by Thursday).

Next Meeting: 14/04/2016 15:00

Additional Comments: -

2.9 Meeting 9

Meeting Type: Very important meeting - arrange organisation of group for the next phase, discuss milestones, ensure on track for all deliverables.

Meeting Date: 15/04/16

Meeting Start Time: 15:00

Meeting End Time: 16:30

Attendance: Regan, Sam, Dan, Jeremiah, Arsalan, Kea.

Absence: -

Progress: Not discussed at this meeting.

Actions: Kea — requirements: Convert functional requirements document from natural language to structured/form-based, programming: develop user interface. Dan — user documentation: create instructional guide for users - how to write an ant-brain, ant-world, how to use the program, peer assessment plan: create plan for how points will be allocated amongst group members. Regan — programming: implement ant core (game, tournament, brain, etc.). Sal and Jeremiah — quality assurance: begin implementing tests for test-driven development where possible, write tests as developers implement classes. Jeremiah — create an ant brain. Sam — minor changes: revise high-level design - add associations, remove Grid class, update PERT chart - add ant brain design, additions to test specification - Gradle, JaCoCo, documentation, continuous integration, breakpoints, programming: implement parsers and world/cell/sense-related content.

Next Meeting: 19/04/2016 13:00

Additional Comments: -

3 Activity Sheets