



Location: Drebbelweg PC1  
Date: 29-03-2022  
Time: 1:45-2:45  
Attendees: Teodor, Attila, Jordano, Stiliyan, Aksel

## Agenda items

### Deadlines

- Friday 8<sup>th</sup> April: Final buddy check, coding deadline, final code of conduct update, video for presenting game
- Friday 1<sup>st</sup> April: Teamwork Assignment 5B
- Q&A session schedule will be shared (likely Wednesday)
- TONIGHT: finish sprint 8 assigning with estimations and labels

### TA Feedback

- No task distribution for this sprint
- Jordano: progress not merged to main branch, make sure you merge to main
  - o TWO merged merge requests expected this week
- Aksel and Jordano: work more on backend
- Good testing, good Javadoc
- Do not fail the pipeline!!! Run locally
- Focus on features and simple unit testing, and Mockito is optional
- Can test frontend if needed by writing a markdown document with steps to replicate front end features

### Discussing Video

Video:

- There will be an announcement today
- Last year:
  - o Make a video in which there are slides explaining the process, testing, Javadoc
  - o Game demonstration: every person responsible for feature talks about
  - o Game MUST be runnable on main
- Presentation:
  - o Every single person should be able to explain the whole project
  - o Recommended to have looooooong meeting

### Issues of the week

Chairman's conversations:

- We need to fix small issues
- Everyone should focus on multiplayer: take an issue for multiplayer