Taking minutes

**Agenda for the team meeting [Project].**

Location: Drebbelweg PC1

Date: 15.03.2022

Time: 14:45

Attendees: Kiril, Aksel, Atilla, Divid, Jordano, Stiliyan, Teodor

**Agenda items**

**Opening by Chairperson**

*At 14:50*

**Announcements & Deadlines**

*- Everybody needs to have at least Merge Request and have completed at least Must Have issue on GitLab by the end of the week.*

*- Checkstyles must be finalized.*

**Approval of the agenda**  *The agenda is approved by all of the attendees.*

**Feedback for the previous week:***Kiril went over our activity and what we’ve done over the past weeks:*

*- GitLab: We need to be actually using the issues that we made and use gitlab more, such that Kiril can see what we’re doing. At least 1 issue per person. Proper planning of issues and we should agree with each other what to do each week. Agree on what issue to do each week. We can make a document showing what our planning is or the use of milestones*

*- Code: We have comments on the frontend and should have more on the backend. We need to work on the code contribution. We don’t follow the 1 merge request per week rule. Also Stiliyan, Divit and Aksel need to have more code contribution in general (a lot more). Divit and Jordano need to review more merge requests and add comments to them. It’s good that we’re fixing the pipeline soon. We need to decide on the checkstyle rules BY THE END OF THE WEEK. The pipeline will get a lot of errors afterwards. Overall the team can be doing more regarding productivity, code etc. Not acceptable to have less activity in these weeks. Feedback from the buddycheck has been received. We’re going to have a buddy check at the end of the term and we need to show improvement or at least not regressing.*

*For next week everyone needs to pick an issue and by the end of the week to have a merge request and to code review other people’s code.*

**Questions from the TA:***- Do we have regular meetings?  
- Yes we have regular meetings every Thursday and we try to follow the chairman/minuteman model, but we mostly focus on the code and features. We have them on campus and should continue doing it on campus because it’s usually more productive.*

*- How is the internal team communication?  
- We communicate on discord quite a bit and to talk with each other. There has been more activity on discord since the buddy check since we addressed that we’re all lacking in communication.*

**[Chairman Takes Over]**

**Agenda Topics:  
*-*** *How to handle multiplayer and how to implement it.   
- How to handle the data (JSON)  
- Plan out managing the backend and frontend*

**Multiplayer Interactions:***We can use long polling or constantly ping the server every second or so. The choice is up to us. Websockets are not allowed.*

**Code Procedure:**

*(Kiril) We should add Javadoc and tests as we write our code to let our peers know what the features do or that they are working. Merge requests should be merged after debates have been resolved. Also some features can be left for the next sprint (week).*

*Implement a Method -> Add Javadoc -> Write Test(s)*

*For frontend test make a markdown document and put it in the root folder that explains situations and how to fix them.*

**Backlog:***We have our own backlog of issues and an official backlog was released. We should’ve compared ours to the official and could close some of ours and add mores from the official, but we shouldn’t close all of them and start from scratch. We should use it as an extension. Also reminder to use milestones and weights.*

*Go over the official backlog, make new issues and get to work.***Individual Tasks:**

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Role | Who is responsible | Deadline |
| *Fix inconsistencies with the Player class and the Questions.* | *Front-end* | *Aksel* | *Friday (18.03.2022)* |
| *The connection between front and back-end.* | *Back-end* | *Atilla* |
| *Look over the commits issues and working on the backend issues.* | *Back-end* | *Divit* |
| *Starting the multiplayer connection and game functionality.* | *Back-end* | *Jordano* |
| *Finishing the endscreens; working on a functioning singleplayer game.* | *Front-end* | *Stiliyan* |
| *Working on questions; unit testing* | *Back-end* | *Teodor* |

**Feedback round**

*Chairman:*

*- Good at keeping the meeting on a track and actually going on an agenda.*

*- Speak louder since it’s hard to understand sometimes.*

**Closing**

*Next meeting scheduled on Thursday(17.03.2022) at 8:30am.*

*Chariman declares the meeting closed (15:32).*