

Project Group 17

Weekly Project Meeting Minutes 30/03/2017

Present: All

Place and time of meeting: LL-CIS, Thursday 30th March 2017, 13:10

Circulation list: All project members, plus project manager

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Version: 1.0

Matters Arising

Everyone needs to be on top of their blogs

New Business

1. Design Document
 - 1.1 Design document must be finished by Monday for a review meeting. **Action: All.**
 - 1.2 Sequence Diagram completed by Dean and Josh. Adam will help if needed. **Action: deo4, jor51, adl12.**
 - 1.3 Component Diagram completed by Jakub. **Action: jaj48.**
 - 1.4 Object Diagram completed by Will. **Action: wgf.**
2. Junit Tests
 - 2.1 Complete Junit tests for one whole class. These will be assigned on github. **Action: aaw13, lie4, adl12.**
3. Pictures
 - 3.1 Water needs updating on main board background. **Action: lie4.**
 - 3.2 Treasure Island needs updating. **Action: lie4.**
 - 3.3 Port icons need adding and labelling to Main Board. **Action: lie4.**
 - 3.4 Start screen which is found in the UI document. Individual pictures need splitting up and uploading to github. **Action: lie4.**
4. Programming
 - 4.1 Choosing treasure GUI completed. **Action: adl12**
 - 4.2 Fix direction arrows bug: **Action: aaw13, adl12**
 - 4.3 Treasure can be given to players they can view what treasure they have and can take it back to their port and there score will increase: **Action: aaw13.**
 - 4.4 Start on trading: **Action: aaw13, adl12.**
5. SVN
 - 5.1 Do a practice upload of everything from github to SVN. **Action: aaw13.**

Any Other Business

Review meeting is scheduled for Monday 3rd April at 4pm.

Adam and Dean will have a meeting on Saturday 1st April to find out how to sequence diagram is going and if help is needed.