

Project Group 17

Weekly Project Meeting Minutes 02/03/2017

Present: All except Dean

Place and time of meeting: LL-CIS, Thursday 2nd March 2017, 13:10

Circulation list: All project members, plus project manager

Author: Adam Lawson

Date of minutes: 2nd March 2017

Version: 1.0

Matters Arising

Everyone enter their weekly hours into the google sheets that was created so I can monitor hours being done.

New Business

1. Absences:
Dean
2. Design Document
 - 2.2 Start creating design document. **Action: wgf**
3. Presentation on game logic.
 - 3.1 Create a presentation on the game logic and how the game flows through the classes and methods. **Action: aaw13, jaj48**
 - 3.2 Create a presentation on the GUI working with some of the game logic.
Action: adl12
4. Implementing planned methods.
 - 4.1 Methods that have been planned out need programming and implementing.
Action: jor51, deo4
 - 4.2 Finish the GUI's movement functionality. **Action: adl12**
5. Junit Testing
 - 5.1 Add Junit tests for methods that have been designed. **Action: gmm11, lie4**
6. Program Design
 - 6.1 Continue designing functionality and to the point where all main functionality is planned. **Action: aaw13, jaj48**
7. Pair Programming
 - 7.1 Pairs will be assigned as the following for this week this is to review each other's code. **Action: All**
Dean – Adam
Liam – Jakub
Arron – Grigor
Will – Josh

Any Other Business

Additional group meeting scheduled Monday 6th March, 4pm in Think Tank.