

Project Group 17

Weekly Project Meeting Minutes 16/03/2017

Present: All except Jakub

Place and time of meeting: LL-CIS, Thursday 16th March 2017, 13:10

Circulation list: All project members, plus project manager

Author: Adam Lawson

Date of minutes: 16th March 2017

Version: 1.0

Matters Arising

Enter hours into google sheets.

New Business

1. Absences:
Jakub
2. UI Document
 - 2.1 Complete all improvements listed by Monday 20th March. **Action: jor51.**
3. Test Document
 - 3.1 Complete all improvements listed by Monday 20th March. **Action: deo4.**
4. PowerPoint
 - 4.1 Complete all improvements listed by Monday 20th March. **Action: lie4.**
5. Junit testing
 - 5.1 Have at least 1 Junit test done by Monday 20th March. **Action: jor51, deo4, lie4.**
 - 5.2 Complete more Junit tests. **Action: lie4.**
6. Design Document
 - 6.1 Have design document ready for entry by Monday 20th March. **Action: wgf.**
 - 6.2 Have a reasonable amount of the design document done by Thursday 23rd March and present something to the group. **Action: wgf, deo4, jor51.**
7. Programming
 - 7.1 Complete ports except from trading. **Action: aaw13.**
 - 7.2 Complete movement so all 4 ships take it in turn to move with highlighting showing them where they can move to. **Action: aaw13, adl12.**
 - 7.3 Put islands on the grid for collision purposes. **Action: jaj48.**
 - 7.4 Program crew cards so they can be dealt to players at the start of the game and then referred to for how far a player can move. **Action: jaj48.**
 - 7.5 Program the Crew cards GUI so players can see what crew cards they have. **Action: adl12.**

Any Other Business

Review meeting on Monday 20th March, 4pm in Think Tank.