4th Meeting

Date: 29/03/2022

Time: 13:45- 14:30

Location: Project Room 8, Drebbelweg

Attendees: Anna Lantink

Bernadett Bakos

Diana Banță

Alexandru Marin

Floris van der Voorn

Vladimir Petkov

Giuseppe di Giuseppe Deininger

What we did:

* Stand-up: discuss the progress of last week
* Code of conduct reflection: we are still on track
* Demo
* Decisions:
  + For different types of questions: we have one scene and we hide the buttons we don’t need for the current question type
  + We should change the scenes so they are resized when we resize the window
  + Implement functionality for player who gets kicked out for inactivity
  + Add red x if the player fails to answer the question in time
  + Javadoc: Anna + some prettifying
  + Disconnect functionality: Detti
  + Fix issues GitLab: put assignees and labels
  + Alex: emojis + labels, frontend modification
  + Diana: pictures (Pepe: that’s tricky, don’t upload to GitLab!!!!!!!!) + progress bar
  + VIDEO!!!!!!! BUDDYCHECK!!!!!!!!
  + Q&A – distribute roles
  + Floris – less time joker
  + Vladi: testing databases + JavaDoc
* Questions for the game:
  + We split up the questions among us, everyone comes up with activities
* Feedback on our progress:
  + We are still on track with the subject
  + The server seems fine but only works for 8080
* Testing our application:
  + Shouldn’t leave it for the end
  + We have to document UI testing
  + Pipeline: we should keep the test coverage high
  + Testing frontend: UI should be working properly and checked; improve with more experience
  + Cover bad weather (too big usernames, limit the characters)
* To do until the next meeting (15/03/2022):
  + Self-reflection
  + Video
* Chairman and Notetaker for next meeting:
  + Chairman: Floris
  + Notetaker: Diana