

Attendees

1. Aidan Curley
2. Anrich Potgieter
3. Richard Garcia
4. Uzayr Parak

Apologies

1. David Bouret
2. Lukasz Kosmaczewski
3. Thien Liu

Agenda

1. The outcome of meeting with Doug on Friday
2. Development Update
3. User Documentation
4. Presentation Format (Video/PowerPoint)
5. Estimation Methods
6. Budget Estimation

Notes

Development Update

- The database is pre-populated with data from a schema file.
- The registration page is working; security checks are in place for all fields in the registration fields (validation).
- The application tracks how many times each player plays the game.
- If Delete is selected, the user will be removed from the server.
- Lukasz is working on the translation options.

User Documentation

- We need some user documentation for the basic user interactions on the game.
- For example: How to create an account with screenshots
- We don't have to make a comprehensive site, just a few examples.

- Create a directory for docs and point to the directory from GitHub pages.
- Boilerplate from HTML5 up.

Testing

- We should take the testing outcomes, show that to the customer and get feedback.
- In the presentation, we can include getting feedback for the user acceptance testing.

Presentation

- Go through the requirements one by one and how you completed them.
- Showing the acceptance tests.
- In the requirements section, we must show the process we went through when we engaged with the clients.
- The presentation is a story of the whole journey.
- We need to gather academic papers, requirements, why agile, and why use case testing.
- We could potentially have a narrator that carries the overall presentation, and we then cut over to other members of the team covering each section of the presentation.
- Make sure that the brand colours of the website are carried through to the presentation and documentation.
- 5min requirements, 5min demo of the product/documentation/user docs. 5min testing, 5min future plans and reflection
- Total time for presentation is between 18-22min

GitHub Pages

- Create a branch for Github pages and point GitHub pages to that branch.

Next Steps

- Uzayr and David to contact the client and discuss the testing outcomes.
- Find references for all key concepts used within the project (Requirements gathering, Agile Methodologies, User acceptance testing)
- Begin writing the transcript for the presentation.
- By next Sunday
 - Uzayr: Will go to the other team to get the requirements.
 - Rich: To start working on user documentation.
 - Anrich: Work on the transcript for the presentation.
 - David: Write the remainder of the manual test cases.
 - Make a separate epic for the presentation tasks.
 - Tony: Start getting screenshots for requirements gathered and the process of working through the requirements.

Next Meeting Agenda

Meeting 8: / 7:00 PM GMT

- Re-visit the Jira and work on the estimation.
- Discuss the estimations of the work that is left; we have done some.