Minutes - Meeting with Supervisor

Team 18



| Date | 13/05/16 | Duration (hrs) | 1 |
|------|----------|----------------|-------|
| Time | 10:00PM | Location | WT711 |

Agenda

- Progress report to Waqar
- Show architecture diagram
- Ask about escalating communication with James

Action Items

| 2. 3. | Associate work with some user stories to show progress Add planned and actual columns gantt Update new version of architecture diagram | Everyone Miguel John | |
|----------|--|----------------------------|--|
| 4. | Discuss with James how we can resolve how we can keep communication | Everyone | |
| 5. | Compose Email/Slack/Text to James for demo/review/kickoff sprint meeting | Miguel | |
| 6. | Note changes of tasks on SBL for actual work done | Adam | |
| 7. | Plan discussion with Chris | Everyone | |
| 8. | Scope change document add event from Sprint 1 | | |
| | https://docs.google.com/document/d/1la0rSuLbducTNoDe5VeOhbpw3T3E64r4WMmHDLah9ko | | |
| | <u>/edit</u> John | | |

Notes

- Progress
 - o We allowed more work to flow into the sprint
 - Stakeholder adds item to sprint
 - We thought it was okay
 - But it didn't allow us to complete our initially planned items to complete
 - http://agilemodeling.com/essays/changeManagement.htm
 - Did not estimate effort well (reason)
 - We thought that we could do all (US)
 - We didn't know what was actually required from the US functionality
 - We didn't plan well
 - o We didn't capture it well
 - o But we did work
 - Link initial work to sbl US
 - Or scrap sbl
 - Change items into work items
 - Add setup of system to reduce technical debt
- Negotiate with extra work that is given
- · Add planned and actual columns gantt
- Chris' Absence
 - Currently unwell

| Attendees | Role |
|----------------------------|---------------------------|
| Waquar Hussain | Supervisor Team Leader |
| Adam Campbell John Cave | ream Leader |
| Miguel Saavedra | |

Version

<v1.0> Document created - 05/03/16 <v1.1> Changed style of document - 06/03/16

> Recorded by MIGUEL SAAVEDRA