		Minutes of Meeting	

Project	**Museum booking system**	**Date**	28.12.2014
		Start-end time	16:00 – 16:30
Responsible	Mert Ergun	**Location /type**	Skype

Attended by	Location	Remarks
Mert Ergun	PoliMi/Home	
Marco Edemanti	PoliMi/Home	
Stefano Campanella	PoliMi/Home	
Alessandro Baggio	PoliMi/Home	
Robert Engelmann	MDH/Home	
Sebastian Kunze	MDH/Home	

1. Daily Scrum

AGENDA: Everybody talks about which task(s) they are dealing with and what is going to be done next.

INFO: Sebastian worked on calculate price user story #48 and he also created the guide about how to use language localization system. The document is located in the drive. He provided a brief summary about the usage of it. He will work on navigation user story #54 with Robert.

INFO: Stefano focused on the bookings of the weekdays, interface is changed however it is not completed yet. He has doubts about the solution he found. He will be able to finish the stories he is assigned.

INFO: Alessandro worked on booking page for both the staff and the anonymous user. They are improved because it is better to show different pages for them. About editing the time slot of a booking he is waiting for feedback from Robert. Next week, he'll continue with his task and he'll finish the task he is assigned.

INFO: Robert took a look at what's done and talked with the others, he will start his stories starting from tomorrow with Sebastian.

INFO: Marco is working on the test cases and the document, have no user stories assigned.

INFO: Mert haven't started working on new stories, but he worked on the feedback about the story #33. He asked about the importance of filtering by instructor and introduced the issue about the text size of the time slots. He also said that he created the documentation template of the Acceptance Test Plan.

Decision: Filtering by instructor is not important for now and has the least priority. Leave the text size in the calendar as it is for now.

Decision: Weekly report will be assigned to Sebastian if Endri will not response until tomorrow.