**Team Software Project**

**Meeting Thursday 6th February**

**Minutes**

1. **Members present:**

Aaron Whiting-Blake

Mehluli Moyo

Jean-Luc Liziki

Jeffrey Mwandanji

1. **Members absent:**

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1. **Previous meeting check:**

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1. **Discussion:**

During the meeting we discussed what our game would be – hangman.

**\*Rules \***

* There is a word for the player to guess, unable to be seen. Underscores replace each letter. A player is able to press a specific letter. It then checks to see if that letter is contained within the guessing word.
* If it is, every instance of that letter replaces the underscores in the specific positions of the word. If it isn’t, a line is drawn.
* As the lines continue to be drawn, it begins to complete the drawing of a man being hung. Once the drawing is completed, all the guesses would be exhausted, and the player would have lost the game.

We decided that we would have a classroom theme.

We decided the roles which each of us would complete throughout these weeks.

We discussed what the tasks were to complete before the next being.

1. **Delegation:**

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| --- | --- | --- |
| **Member** | **Role** | **Task for completion** |
| Aaron Whiting-Blake | Project Planner  Designer/Researcher  Quality Assurance (Beta tester) | Document progression.  Research other hangman games.  Start the design of the game. |
| Mehluli Moyo | Design Leader  Art Leader | Start making the artwork for the buttons, hangman and background. |
| Jean-Luc Liziki | Testing Leader (Alpha tester)  Programmer | Make the code for the UI and buttons for the start screen. |
| Jeffrey Mwandanji | Programming Leader  Tester (Alpha tester) | Start creating the raw code for the hangman game. |

1. **Date of next meeting:**

**Thursday 13th February**

1. **Any other business:**

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