***Week 1:***

Group Present: David Walsh, Igor Mazur, Brian Carrol and Cristopher Bodels. Absent Patrick Kavanagh.

**Actions:**

We began by playing the game to better understand the rules.

Made David the record keeper.

Chris was made discussion leader for the first meeting.

The group is to go and read the spec and comeback with a method of how they would do the assignement.7

**Meeting One:**

All present.

Everyone started by setting up GitHub so we could all send and receive project material between each other.

Chris created a repository for everyone and invited everyone.

Patrick began designing a game plan of how we are to approach the problem while the other four began bouncing ideas back and forth. Igor began searching the internet for more information about the game.

Chris began writing out the different classes we needed and we all inputted on the code needed for the player.java class.

**Week 2**

Paddy and Brian start doing validation on methods while Chris and David begin coding the array.