PJ-b Meeting 1a

Attendees:	BT - Benjamin Thérien	**Type of meeting:**	Introductions and Familiarization
	DT - Daniel Thibault-Shea		
	MZ - Mottel Zirkind		
	RZ - Rezza Zairan		
	SV - Shereece Victor		
	SZ - Steven Zanga		

Minutes

Agenda item: Play Code Names

Discussion:

- We played Code Names the card game. DT (Blue Team) and MZ (Red Team) were the Spy Masters. RZ and SZ comprised the Red Team. BT and SV comprised the Blue Team.
- During play the rules, were clarified and discussed. We also confirmed and questioned what taunts and interactions are allowed by players.

Conclusions:

The game is quite fun. We understand the gameplay better now.

Action items	**Person responsible**	**Deadline**
✓ No action required		

Agenda item: Approaches to Game Architecture

Discussion:

- SV presented a possible method using a 2x2 matrix for the game board representation, assigning each block a number from 1 to 25 and using random functions to assign red and blue card placement along with other cards on the board.
- MZ lead a discussion of the logical design of the game using objects.
- SZ and BT explained the concept of MVC (Model View Controller)
- We discussed whether the Controller or the Model contains the logic of the system.
- Discovered that the group was expanded and thus we proceeded to the lab to meet the rest of the group.

Conclusions:

Ask the lecturer to clarify MVC.

Action items	**Person responsible**	**Deadline**
✓ Ask about MVC in class	MZ	Jan 17th 2019