**[6]**

**Date: 18/11/19**

**Present/Absent**

* Andrew Brennan **✓**
* Andrew Cullen **✓**
* Conor Hanson **✓**
* Daniel Rowe **✓**
* Eoin Mc Keever **✓**
* Fiachra Verjans-MacDermott **✓**

**Previous Issues**

* Product and Class design assignment submission
* Discussed progress on previously assigned tasks

**New Issues**

1. Get main code working in terminal
2. Work on UI and integration with game
3. Networking up and running and working with game
4. Discussed collaboration of tasks between individuals

**Minutes by Eoin Mc Keever**

**[7]**

**Date: 25/11/19**

**Present/Absent**

* Andrew Brennan **✓**
* Andrew Cullen **✓**
* Conor Hanson **✓**
* Daniel Rowe **✓**
* Eoin Mc Keever **✓**
* Fiachra Verjans-MacDermott **✓**

**Previous Issues**

* Good progress made on UI and Networking but not fully working with game yet
* Game logic functional
* A full game can be simulated successfully

**New Issues**

1. Begin presentation
2. Continue work on UI and networking
3. Begin work on some less important game features such as pause and turn timer
4. Improve time management

**Minutes by Eoin Mc Keever**