

- Daniel, Harry, Jacob, Brian, and Nick arrived for a team meeting at 2:30pm
- Group began working on designing project classes with UML diagrams
- Discussed which design patterns were going to be used where
 - Facade pattern will be used in GUI and Singleton to be used on Server
- Discussion between Daniel, Jacob, and Nick on the attributes and methods of the Message class
 - Group came into an agreement that the Message class will not have any mutator methods and that all attribute values will be assigned by the constructor
- Daniel convinced Harry that the Client to be a driver for the GUI classes
- Harry, Nick, and Jacob discussed the order that classes would appear from clients point of view
 - Login Window, Chat Window, and Conversation List + Conversation Frame in that order
- Brian left meeting
- Daniel, Harry and Jacob discussed on how the server would remember log in credentials and usernames and settled on reading and saving information onto a text file.
 - Group came into agreement that the file contents will be stored into a 2d array with each row being a separate user. Group didn't settle if the 2d array should be simply be stored on the server as a primitive variable or if it should be its own separate class.
- Further discussion as to the role the Server provides.
- Group discussed that Server would read all attributes from a Message instance, print it out into a Log, then send that to the Client the Message is being sent to.
- Group agreed to finish the UML diagrams on their own time as long as changes are marked by notes.
- Group scheduled next meeting for April 4th or 5th and remaining members left meeting.