**Attendance**

| | | |
|---|---|---|
| Alex | - | Here |
| Ibz | - | Absent |
| Haoxiang | - | Here |
| Domanic | - | Here |
| James | - | Here |
| Matt | - | Here |

## Agenda

- Discuss where the project is currently at.
- Discuss current issues and how we will move forward.

## Discussed

- Moving back the date of the user study by a month.
  - Concerns that it may be too close to spring break, if we have to make big changes that close to the holidays could be problematic.
  - Need to explain why we pushed back in our report. Useful to go through what we need to do.
- As a group we need to be more collaborative and parallelize.
- Make time estimates for goals, will be wrong but that is part of learning, use it to reflect and discuss estimates with the group. Will make our report stronger.
- Discussed implementing all the core functionality of the game and then trying different ai solutions to see which one is better.
  - We can work out the complexity of an algorithm on paper, just choose an algorithm and move forward.
  - Get a better idea on the problem of complexity theory and how we see the structure of the rest of the project.
- Come up with some estimates on the worst case.
- ballpark figures for how fast a human will start to solve, can we calculate in the background in real time?
- Note that how we view the game isn't how users views it, keep in mind that people playing won't have the same interests.
- Agreed to meet on thursdays.