# Meeting Minutes from meeting 5/31/2020 7:30-8PM

# Attendance:

All present

# Last Week:

Assigned user stories thanks for everyone who has created them on the trello board. This week we will be refining them into better user stories to act upon in sprint 2.

Decided on game rules and adaption after meeting with Harrison.

Changed backend design to instead use the personal code of Michael Edwards. He will begin to work on getting it ready for this project.

# Decisions:

Meetings: Requested every other day. Around 3:30PM

Keeping Gui simple and using drag and drop mechanics or select pawn, then select location to place pawn.

# This week:

Goals:

* Prototype: Written prototype (during meetings or after) as well as drawn (or GUI) (
* User Stories: refine and set into backlog (Matt)

Jimmy Parker will be out of town from Thursday evening to Monday afternoon. Meetings during that day will have to be either cancelled or Matthew Hooker will need to take over.

# Assignments:

Jimmy: Organize trello board

Matt Hooker: Get started on refining user stories and establishing project backlog

Meet with Harrison to approve our prototype and finalized rules for this project.

Michael Edwards – Get engine working for this project.

Jordan Cavins: Needing rough GUI built to try to get a prototype and GUI prebuilt.

## Next Meeting

Next meeting 1pm 6/1/2020