# Meeting Minutes from meeting 6/1/2020 1-1:30PM

# Attendance:

Jimmy Parker

Harrison Pollitte

Matt Hooker

Michael Edwards

Jordan Cavins

# Last Meeting:

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.

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

# Decisions:

Goal is to have everything turned in by Thursday night so that we are rested up this weekend and can come back ready to get rolling in sprint 2.

After Tuesday 6/2 meetings will begin at 3:30 due to Jimmy’s work schedule.

We have decided to keep working on prototype and assigned to Jordan, once we have the GUI will assign a dev to write up the prototype rules/how we intend the game to be played for the prototype submissions for sprint 1.

# Assignments:

Jimmy: Get with Bennet to understand what use cases that he wants submitted for sprint 1

Matt: Work on Project backlog

Email Harrison about meeting possibly Wednesday

All: Work on refinements for user stories

Michael – Still work on engine

Jordan – Keep working on rough Windows forms GUI for our prototype submission.

## Next Meeting

Take refined user stories and put them in to supplied template from d2l for submission this week.

Review prototype gui from Jordan and assign dev to work on the written portion.

Next meeting 1pm 6/2/2020