# Meeting Minutes from: 6-10 time 3:30-4:30PM

# Attendance:

Jimmy Parker

Matthew Hooker

Harrison Pollitte

Jordan Cavins

Michael Edwards

Zack Vickers

# Last Meeting:

Customer feedback from submission:

The engine looks suitable for placing the game content in to.  
GUI design: like the layout and naming (“Technical Hut” made me laugh).  
o   Not sure I understand fully Design, Implementation, Testing, and Requirements here: I recall from the meetings that these represent the Stone Age resources (wood, clay/brick, stone, and gold)—how do these four categories map to the game resources as far as cost and acquisition—I think I recall a die roll being mentioned? Also, do the different developers provide different values for the phase they are assigned to or is it merely “cosmetic?”  
o   May need to provide some sort of “summary” area to help players, at a glance, remember what pieces, interactions, and other “non-obvious” game mechanics are.  
Overall, pleased with the progress so far.

Needing to assign models to people that have knowledge of the back end and how we are going to structure things.

Architecture Design:

Assigned to: Harrison and Michael, if not done by next meeting, we will use what is finished and work on during the meeting.

Class model Design: Will assign/work on next meeting 6-10.

Assigned to: TABLED

Assignments:

Matt Hooker: Get with Dr. Harrison to verify that the new adapted rules created on Thursday 6-4 is ok.

Harrison and Michael: Component diagram

All others not working on component diagram: Refine user stories in epic column on trello.

# Decisions:

Game Rules: Submitted by Jimmy Parker

Component Diagram: Will be worked on after rules submitted

Next diagram: Decided once finished with package, component diagram

Dev meetings: After this meeting

Matt Hooker will get in contact with Harrison to schedule a meeting to go over rules and ask questions about resources design.

# Next meeting:

Thursday 6-11 at 3:30PM