# Meeting Minutes from: 6-24 5PM

# Attendance:

Jimmy Parker

Harrison Pollitte

Michael Edwards

Matthew Hooker

Jordan Cavins

Zack Vickers

# Last Meeting:

Potential Test: Players can doAction() on a node where they don’t have a pawn and could possibly resolve.

Bitbucket Pipelines- introduction on how to test.

Cards will be made into text file pulled from trello board for agility and artifact cards.

When you don’t have a pawn selected and try to move to a node it gives an incorrect error message. – Michael will fix.

# Discussion:

Issues found with code 6-24.

Design decision whether to show the rolled dice for resources or no.

Test cases created so far.

## Assignments:

Test cases submitted by Matt and Jimmy. Will continue to work on these with Zack.

Jordan – Working on GUI for cards

Michael – Working on nodes

Harrison – Working on code

# Next meeting:

6-25 5PM

Test Cases

Last couple days of implementation. Design should be finalized. Need to be finishing up implementation/refinement and begin implementing test cases using nUnit and Bitbucket Pipelines.