# Meeting Minutes from: 6-9 time 3:30-4:00PM

# Attendance:

Jimmy Parker

Harrison Pollitte

Matthew Hooker

Michael Edwards

Zack Vickers

# Last Meeting:

Turned in all assignments.

Received a team grade of 97%, awesome job.

# Decisions:

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.

# Next meeting:

Wednesday 6-10 at 3:30PM