# Meeting Minutes from: 7-1 5PM

# Attendance:

All present

# Last Meeting:

Discussing where we are at on testing.

# Discussion:

Current progress:

Harrison: Board.cs, HiringNode

Jimmy: Card.cs

Jordan: Player.cs

Questions about the code: Why HasPawn() is returning a pawn object instead of a boolean value.

Matt: Currently

Michael: Game, InputHandler, Board.cs (tag teaming)

Zack: Node, ReassignmentNode

Need someone to take on CardNode.

Video progress

Needing a dev to assist with reviewing current game status.

# Next meeting: 7-2 5PM

Discuss current testing progress, modify assignments accordingly.