# Meeting Minutes from: 7-2 5PM

# Attendance:

All present

# Last Meeting:

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.

Method AddtoCards() can’t make a card.

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.

# Discussion:

Review video

Current status of project

Testing Questions

Merge dev/initial to master and close remaining branches tomorrow 7-3.

System Test Plan, will be working on that tonight. Might need someone to take over card.cs testing depending if Bennet wants all black and white box testing noted in system test plan. (asking tonight during zoom meeting)

Would like to finish testing tonight into tomorrow so that Jimmy can document the rest of the tests in system test plan.

# Next meeting: 7-3 5PM