Meeting Minutes: Group

**Meeting Type:**

*Weekly Project meeting 3*

**Meeting Date: 19/02/18**

**Meeting Start Time: 11:00**

**Meeting End Time: 12:30**

**Attendance:**

*Jamie Stening*

*Abdalla Shita*

*Alex Sinclair*

*Jaimie Withers*

*Dion Upton*

**Absence:**

No absence

**Progress:**

Discussion on the planning and development of the project

Creating card class

How each card may need to be implemented

Integer count of how many houses it has

Opened a github to share progress

Debating ways of implementing cards within the code and to work with the UI :

* using interface class - will be able to keep up with any changes within the excel document

AI design - needs to be able to withstand auction:

development of the game possibilities - bidding will be an in-turn order

to check winning and losing and that will always be checking, therefore how to implement the timed/scored version of game

* rent will be a 6 index array list
  + each index is number of houses on it
  + second index is rent when two houses

**Actions:**

*Jamie Stening -*

*Abdalla Shita – further ideas to implement programming*

*Alex Sinclair – Start risk assessment*

*Jaimie Withers – write up all weekly minutes, create gantt chart and pert chart*

*Dion Upton – research best ways to implement testing*

**Next Meeting:**

*Monday 19th February*

**Additional Comments:**