Agenda Jan 24, 2019 CMPT370

Status:

- We have read the IEEE document to better our understanding of what a requirement document should be. Some work has also been done to look at UML examples to add to the requirement document.

- Our group has played the game to familiarize ourselves with the rules and gain insight on how we will translate the game to software.

- The interface has a rough sketch that we can include in our requirement Document.

Decisions:

- If a player chooses to leave we have decided to replace them with an AI player.

- In the event of a player dropping their connection we have decided to wait for the player to reconnect for 1min and then we will replace the dropped player with an AI player. In the future we will try to make it so that a player could rejoin and replace the AI player.

- We have decided to give the player a warning after 1 min of inactivity. If the player is away from keyboard we will replace them with an AI player after 90 seconds and a final 5 second count down.

Information:

- Git Information session to get familiar with the basic commands.

Solve:

- How would we replace the removed player with the AI in a server of competing game clients?

- Where will the AI be playing from?