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| **Date** | 01/05/2020 |
| **Time** | 12:00-14:00 |
| **Location** | Blackboard Collab |
| **Chair** | Ruairi Caldwell |
| **Secretary** | Eamon McGill |
| **Attendees** | Eamon McGill, Ruairi Caldwell, Harry Hawkes, Eoin Durkin, Jack McErlean |
| **Apologises** | N/A |
| **Objectives** | Iron out any issues anyone is having and to finalise the project making sure everything runs together |

* **Discussions**

With the pressure from other subjects and the current COVID19 conditions we hadn’t met as much in the past few weeks but were keeping in contact via the Whatsapp group. I (Eamon) had a few issues with the movePiece function however after putting our heads together we came up with the solution to the problem.

We started to finalise the project making sure everything ran well together and made sure that everyone had tried tests to make sure the game would work with different conditions.

* **Work done for next meeting**

We decided that we were happy with the game and that, without any issues, this would be our last meeting and that everyone should have their code finalised to be tested one last time by Sunday (2/05/2020).