

Meeting Agenda

Meeting No:	3
Date:	11/03/2021
Time	12:00
Meeting Objective(s)	
<ol style="list-style-type: none"> 1. Review previous meeting. 2. Make sure which language should we use. 3. Discuss how many classes should we need. 4. Assign classes to each person. 5. Making Github page for coding. 6. Set a time for the next meeting. 	
Attendees	
Sam Banks Geonwoo Llm Saif Zuqaili Charles (Dohyun)	
Meeting outcome(s)	Time
1. Review previous meeting - We reviewed what was talked about previously and did a quick refresher. Recheck the each member's part	12:00- 12:10
2. Make sure which language should we use - In coding part, we will use JAVA language.	12:10 - 12:15
3. Discuss roughly how many classes should we need. <ul style="list-style-type: none"> - Board Class - Weapon Class - Player Class 	12 : 15 – 12 : 20
4. Assign classes to each person. – We need to focus on Board Class first.	12 : 20 – 12 : 40

5. Making Github page for coding.	12 : 40 – 12 : 50
6. Set a time for the next meeting. – Next meeting will be on Monday 4pm.	12: 50 - ~

Written by Geonwoo LIM.