**Meeting Agenda**

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| Meeting No: | 3 |
| Date: | 11/03/2021 |
| Time | 12:00 |

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| Meeting Objective(s) |
| 1. Review previous meeting. 2. Make sure which language should we use. 3. Discuss how many classes should we need. 4. Make first UML design. 5. Making a Github page for sharing. 6. Set a time for the next meeting |

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| Attendees |
| Sam Banks  Geonwoo LIm  Saif Zuqaili  Charles (Dohyun)  Arya Diznabi |

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| Meeting outcome(s) | Time |
| 1. Review previous meeting - We reviewed what was talked about previously and did a quick refresher. Recheck each member’s part | 12:00- 12:10 |
| 2. To organise the Gantt chart and upload on discord   * Provide that each member's future work quotas can be planned and carried out. | 12:10 - 12:15 |
| 3. Discuss roughly how many classes should we need and assign classes to be programmed to members of the group.   * Board Class * Weapon Class * Player Class * Coordination Class * Card class * Room class * Dice class * Token class | 12:15 – 12: 30 |
| 4. Consider the methods required for each class and making the first UML design based on what we discussed.  - Upload the UML design before the next meeting. | 12:30 – 12:50 |