**Meeting Agenda**

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| Meeting No: | 4 |
| Date: | 15/03/2021 |
| Time | 14:00 |

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| Meeting Objective(s) |
| 1. Report and feedback UML Design. 2. Requirement analysis. 3. Market Research. 4. Design the props 5. Next meeting |

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| Attendees |
| Subsin Sriprasert  Saif  Nishan  Geonwoo  Arya Diznabi  Charles |

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| Meeting outcome(s) | Time |
| 1. Take a look at the UML design and feedback if there is anything else we need to add to complete code composition. | 14:00 – 14 : 35 |
| 1. Discuss the requirement for making Cluedo.  * To determine the minimum conditions for creating Cluedo | 14:35 – 15:00 |
| 1. Think about together what we need for Market research.  * Why we have to make Cluedo? * Popular game in game market using examples (Steam, Amazon etc.) * Analysis that why these games are popular and successful nowadays. * Based on market research, suggesting the direction in which we should create a game for client satisfaction. | 15:00 – 15:45 |
| 1. Make a plan for designing the props. | 15:45 – 16:00 |
| 1. Discussed whether the dice class should be included as a function in another class to simplify the back end. | 16:00 – 16:10 |
| 1. Next meeting will be on 23/3/2021, 14:30 | 16:10 - |