**Meeting Agenda**

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| Meeting No: | 6 |
| Date: | 05/04/2021 |
| Time | 14:00 |

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| Meeting Objective(s) |
| 1. Programming classes (Further) 2. Talk about GUI prototype. 3. Feedback on card design. |

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

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| Meeting outcome(s) | Time |
| 1. Check in on current progress with the java back-end code for the main game | 14:00 – 14:20 |
| 2. Went through the GUI prototype, outlining what each of us like and don’t like about the layout and colours. Changes to this made quickly in meeting.  - Talked about whether we use buttons to move around instead of clicking of the board tiles. | 14:20 – 14:40 |
| 3. Feedback on weapons and character card design | 14:40 – 14:50 |