

[Meeting Three] meeting minutes

Location: Hancock Library, Room 3.08E

Date: 27/04/2019

Time: 10.00-12:00 am

Attendees: Hala Alsouly, Xu Duan, Jun Yang, Sayed Zulfikar

Agenda items

1. Ensure the change of the project from battleship game into gomoku game.
2. Divide the task between the members.
3. Share the rough flow and interface of the new chosen project.
4. Share the AI possibilities using heuristic functions and min-max algorithm.

Action items	Owner(s)	Deadline	Status
Design the frontend layer, code the logic	Hala Alsouly	10/05/2019	In progress
Design the backend layer, Code the logic, look for networking feature possibility	Xu Duan	10/05/2019	In progress
Code the AI	Jun Yang	10/05/2019	In progress
Design the testing unit, write the documents	Sayed Zulfikar	10/05/2019	In progress