

Project name: Splendor

Members present: Payton Wilder, Alex Reiffer

Date: 01-16-2025

Time: 5:35pm - 6:56pm

Discussion points:

- Talked about the difficulty of adapting Battleship to a computer, and how cheating can be easy.
- Talked about different games to replace it.
- Changed our game to Splendor as all the information is available to everyone.

Goals for next week (include responsibilities):

- Familiarize ourselves with the rules of Splendor
- Brainstorm Project Objective and features to discuss at the next meeting.
- Use case diagrams (Maybe if talked about)