

Project name: Splendor

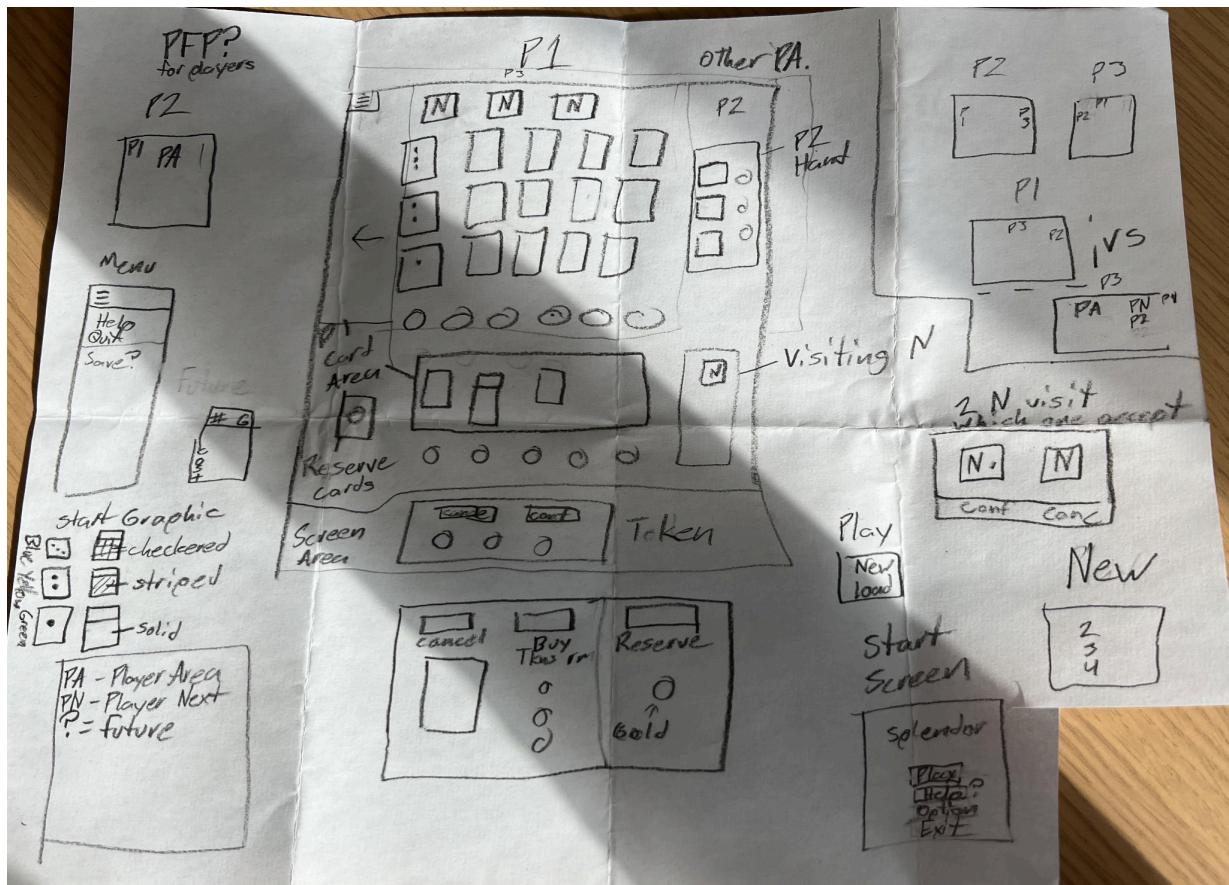
Members present: Payton Wilder, Alex Reiffer

Date: 01-24-2025

Time: 11:43 AM - 12:34 PM

Discussion points:

- Became familiar with rules of Splendor and how to implement them.
- Decided on a process model to use (A combination of Scrum and Prototyping)
- Created a diagram of the potential user interface (Image below).
- Implemented features to implement.



Goals for next week (include responsibilities):

- Use Case Diagrams (after lecture)
- Set up VisualCode
- Class Diagrams (maybe)