**Team 15**

**Meeting Minutes**

**01/03/20**

**Opening:**

The regular meeting of Team 15 was called to order at 6:00 PM on March 1st 2020. The meeting was taken via video call.

**Present:**

Bayley Cowen-Seagrove  
 Ellis Tulloch  
 Jack Lewis  
 Kobbie Mike Tabi  
 Thomas Senyah

**Absent:**

None

**Business from the Previous Meeting:**

Discussion of GUI Options

Having conducted research into the different GUI options since the previous meeting, Jack Lewis explained to the rest of the team how it might be best the team opted for using C# rather than C++ for the programming language of choice for the project. The reason for this suggested change being that using C# would open the possibility of using Visual Studio GUI tools, which he explained would be significantly easier than building a GUI for a C++ version of the program. This suggestion was welcomed by the team, and all five members of the team agreed to this change in approach without any resistance.

Production of Early Code

Thomas Senyah was able to produce a working piece of code for the dice functionality in Java, which he shared by posting a video demonstration into the team group chat. Everyone in the team was happy with the demonstration and approved of it. Thomas then proceeded to explain that he would look to translate the code into C#, after the team had previously agreed to use C# rather than the originally agreed C++, and that he wouldn’t have too much issue doing so.

**New Business:**

Deciding on the Next Code Modules to Tackle

Following on from the dice rolling code that Thomas Senyah had introduced, a collective decision had to be made on what aspect of the program would be focused on for development. As the overseer of programming, Thomas suggested that the team should focus on developing a class for the property tiles of the board, and likewise a non-property class to represent all the possible different types of tiles on the Property Tycoon board. Thomas made the suggested that he carry on with the code and look to develop this, and the rest of the team were happy for this motion to go through.

Development of Board for the Game

Jack Lewis brought to attention a draft of the Property Tycoon board that he had produced during the week leading up to the meeting. This was a healthy addition to the meeting, as it was agreed that this design would help further the code being produced by Thomas Senyah and other members and help to keep everything consistent.

**Additions to the Agenda:**

Beginning of Functional Requirements

Kobbie Mike Tabi announced to the group that he would start working on the functional requirements document to lay out a specification to help further the project and help to keep all members on track and aware of what needs to be implemented into the program.

Setting up of GitHub Project

Jack Lewis highlighted the importance of setting up a GitHub project now that different elements of the project were starting to be finalised and presented to the group. As a result, he stated that he would take charge of sorting this task out with everyone’s support and cooperation and would look to complete the setting up as soon as possible. This motion was welcomed by all members.

**Agenda for Next Meeting:**

Review of code produced.

Review and discussion of functional requirements.

General GitHub management.

**Adjournment:**

Meeting was adjourned at 6:36 PM. The next general meeting will be at 6:00 PM on 8th March 2020, via video call.

Minutes submitted by: Ellis Tulloch