**Team 15**

**Meeting Minutes**

**23/03/20**

**Opening:**

The regular meeting of Team 15 was called to order at 6:00 PM on March 23rd 2020. The meeting was taken via phone call, with four members together on one end and the remaining member at the other end.

**Present:**

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

**Absent:**

None

**Business from the Previous Meeting:**

Graphics/Wireframes

Jack Lewis was able to complete the wireframes he started working on from the meeting before, and was able to present this finalised version to the team, who were happy with the standard it was completed to.

Begin Coding

Thomas Senyah developed a working dice rolling function, firstly in Java as it was the language most familiar to him, before reworking it into C# to be used for the final build of the software. Thomas also explained that he had begun working on the first coding sprint.

**New Business:**

Coding

As mentioned above, having completed the dice rolling function, Thomas, working with Ellis Tulloch, who was working on the testing and sprint documentation, had begun working on the code for the first sprint, which was focused on developing a player class to hold the main functionality for the players of the game.

Research

Now that the coding and implementation sprints were firmly underway, Bayley Cowen-Seagrove, as the chief of researching, announced that he would start looking into the implementations of AI opponents into the game, as this was planned to be final sprint for the implementation stage.

**Agenda for Next Meeting:**  
Update on coding progress  
Continue working on sprint cycles and documentation  
Discuss research findings

**Adjournment:**

Meeting was adjourned at 6:18 PM. The next general meeting will be at 8:00 PM on 30th March 2020, again via phone call.

Minutes submitted by: Ellis Tulloch