**Team 15**

**Meeting Minutes**

**30/03/20**

**Opening:**

The regular meeting of Team 15 was called to order at 8:00 PM on March 30th 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:**

Coding

Continuing with progress being made on the sprint cycles, Thomas Senyah had now moved onto the second sprint cycle of development, which was more focused around the property class and setting up the other tiles that the player can land on during a game of Property Tycoon.

Documentation

Ellis Tulloch continued to work on the documentation for the sprint cycle with the help of Thomas, and was able to provide the team with an example of the sprint documentation having fully completed the sprint cycle 1 document.

**New Business:**

Coding & Sprint Documentation

Similarly to the previous week, Thomas and Ellis would continue to work on the current sprint, and look to move onto the third sprint cycle as soon as testing could be completed for the current sprint.

Research

Bayley Cowen-Seagrove was able to show the progress he’d been able to make with the AI related research he’d been looking into. He stated that once he’d completed this task he’d move straight onto the next section of his research plan, which would focus on further research into the chosen AI technique.

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

**Adjournment:**

Meeting was adjourned at 8:23 PM. The next general meeting will be at 8:00 PM on 6th April 2020, again via phone call.

Minutes submitted by: Ellis Tulloch