**Meeting About Project Scope – 19/02/24**

* The aim of this meeting is to come into consensus about the **rules** that will be focused on the project and **the scope**.
* The options discussed were:

1. Keeping the old rules (Penalty area, Last touch)
2. Replacing old rules with
   1. Kick-off
   2. Collision
   3. Overall team strategy (robots)

* The final decision **was sticking to old rules** and investigating the challenges they have.
* The decision was made by voting and **option 1** won with 6 votes against option 2.b which had 1 vote and option 2.c which had 2 votes. Option 2.a didn’t have any votes.
* The next discussion was if **communication with refbox** should be included in the project scope. With 5 against and 3 in favour, it was decided **not to include it to scope**.
* In the rest of the meeting, the project team is divided into subteams to look into **challenges of two old rules.**
* On Tuesday, 20/02, the findings of both teams will be discussed and it will be decided if we’d like to stick to one rule, which one; or we’d like to stick to both rules.
* It was also decided that Joseph will look into implementing of **Optitrack**, if necessary with the help of Arjun.